

THE WORLD'S ONLY GAME BOY MAGAZINE

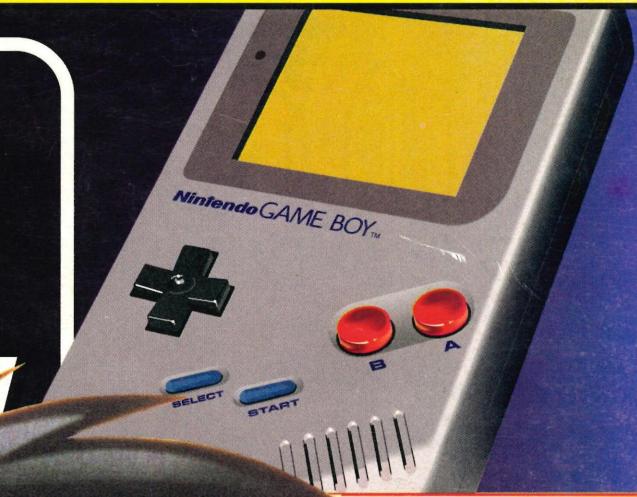
100% GAME BOY

100% GAME

100%

# GB ACTION

ONLY  
99P



SEPT 1993  
ISSUE 16



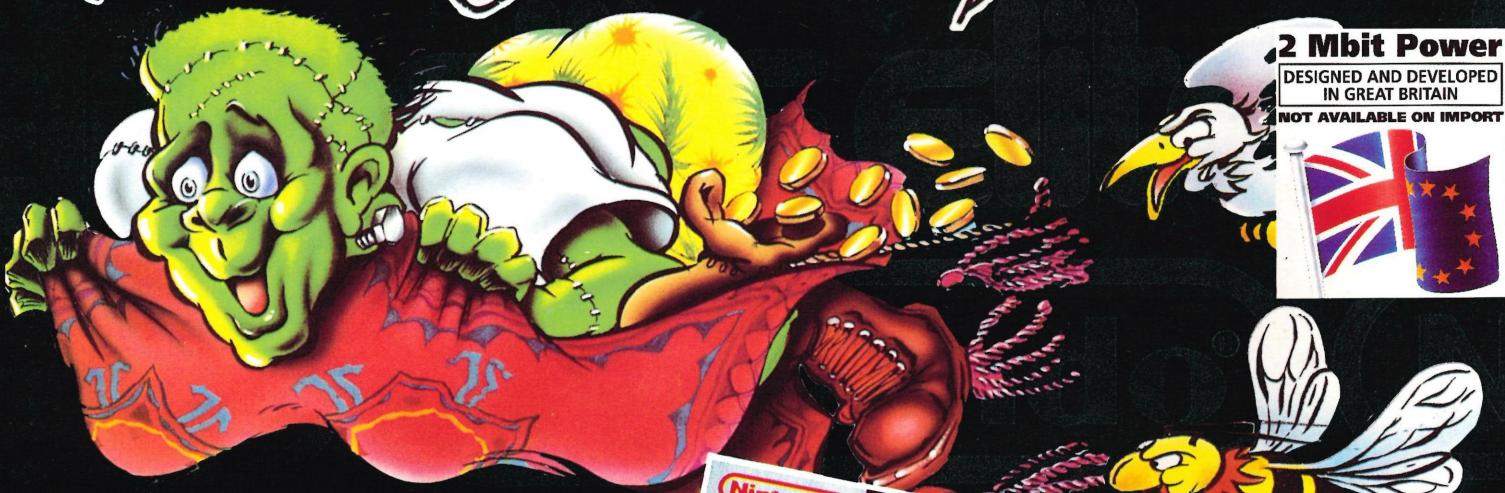
**ARRIBA! ARRIBA!**  
SPEEDY STORMS ONTO THE GAME BOY

**PLUS:** EDD THE DUCK,  
SUPER JAMES POND,  
HUMANS, BATTLETOADS 2,  
GARFIELD, GODZILLA,  
ZELDA, BASES LOADED  
AND MORTAL KOMBAT

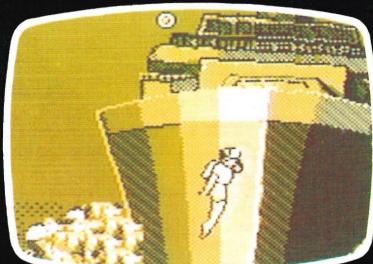
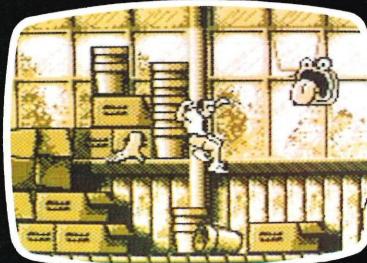


AND YOU THOUGHT DR. FRANKEN WAS GOOD . . . .

# Dr. Franken II



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Franky is back – with new levels  
and new challenges, but hurry  
... time is running out!!

- 7 completely new locations,  
140 rooms in 12 different  
buildings.
- 6 large areas, arcade style scrolling sections.
- All in game text in any one of 7 different languages.
- Complete save game 'facility'.
- Large scale design and multi frame animation  
give character sprites  
remarkable authenticity.

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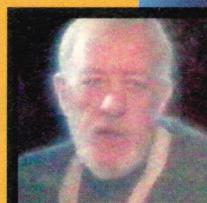
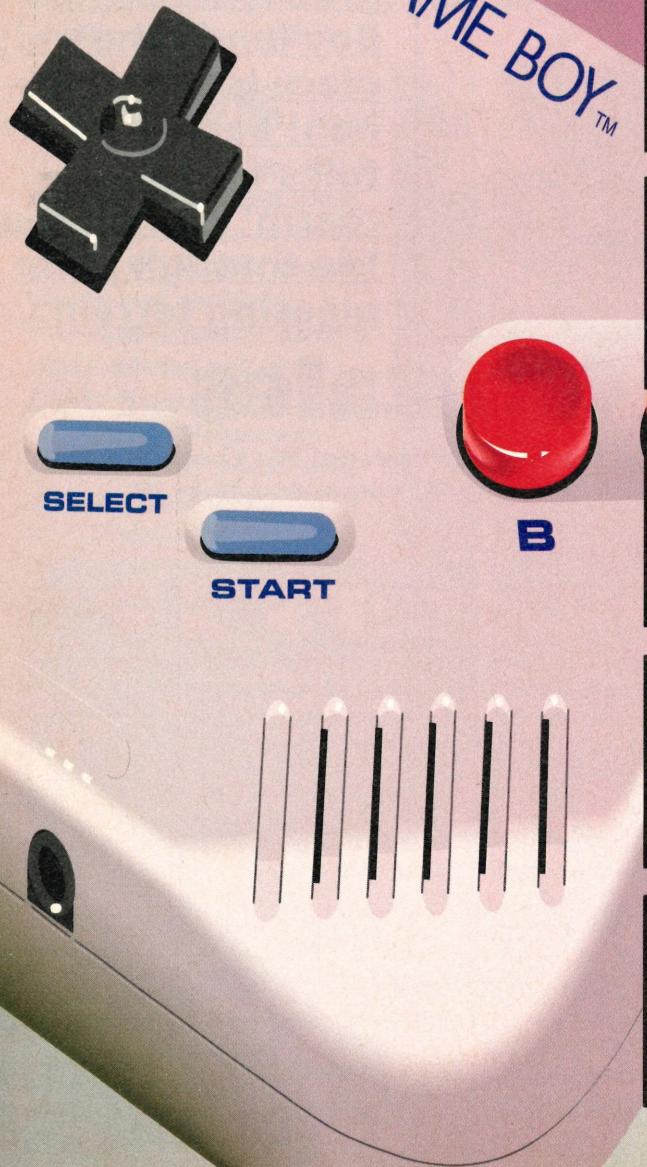
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# Welcome

**GB Action is the only Game Boy magazine in the whole wide world, and it's packed full of news, reviews, tips, cheats and all the very latest gossip going round Game Boy land! Honest.**



## EDITOR Sharon Greaves

It's party time! Our Shazza has left the country for the third time in as many months. After Portugal and France, she's shamelessly swanned off to Israel to be sold into white slavery, leaving the office in our firm hands. We intend to "look after" her daily packages of "gifts."

## ART EDITOR Marc Keating

Marc, or Scrooge McKeating as he's known in the office, has spent the past month polishing his new car. We can't understand a young man's interest in a clapped out old ice cream van with a throbbing six foot cone on the roof. Maybe it's a side effect of all that Turtle Wax.

## DEPUTY ART EDITOR Rob Sharp

Rob Dobbilina, as he is more affectionately known, has been up to no good as usual. Ripe to the gills with hay fever, Rob was sneezing his way to the bus stop, when a huge green glob of his phlegm flew onto a nearby schoolboy! What an under the weather chap he is!

## STAFF WRITER Andy Sharp

Young Andrew has been up to his ponytail in work. He never takes a break from playing Maelstrom, and always stays really late after five. Till 5.01pm, in fact. Ever free with his opinions, we're forced to shut him up by locking him in a filing cabinet and throwing away the key.

## PRODUCTION EDITOR Jay Sharples

Ready and Unwillin', as he's better known to no one, easily wins the award for the most underworked person named Jason Sharples. He spends all his spare time, of which he has plenty, getting rad. When confronted with this, he said, "It's a fair cop, guv, but society is to blame."

## GUIDE GEEK Dave Goodyear

Percy has lately been coming to work in large, noxious novelty shorts. All the women in the office expectorate copiously at a mere glimpse of the geek and his hairy stumps. They say, "What a sweaty oik! Doesn't he ever wash? Does he think that lardy frame makes him hard?"

## EDITORIAL CORRESPONDENT Jason Spiller

Hunky hunk and psychic to the stars, Jase Spools recently returned from Chicago. On arrival, he told us he had landed a "large part" in an 'art' film. His only line in the film was, "I don't think you're a fishmonger! I think you've just walked into the wrong toilet!" Nuff said.

# 100% GAME BOY

# Content

## MORE GAME BOY REVIEWS THAN ANY OTHER

### Text Tribe

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**Staff Scribbler:** Andy (Do what?) Sharp  
**Production Geezer:** Jay (Later) Sharples  
**Guy:** Jase (Bloke down pub told me!) Spiller  
**Geek:** Dave (I'll play the winner!) Goodyear

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**Ad Artwork:** Steve (Late night) Mattison

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Respect to Israeli customs officers at Manchester for re-arranging Sharon's luggage for four hours (twice), many thanks to Ciaran and Clare for a top Jurassic day out. Respect due to Dave for his carpet burn antics, to Simon Fitz for his lengthy review, to Jason (who?) Spills, to Marky Mark for basically not being here and to Alex for his wet pants!

**euroPRESS**  
INTERACTIVE

Publishers of

**AMIGA ACTION**

**ST ACTION**

**SUPER ACTION**

**MEGA ACTION**



Welcome to Game Boy country! Just ask yourself, where else on the planet can you see what's new and groovy in Game Boy land? The only place is here! Yee-hah! Saddle up folks for the rip-roarin' ride of your life through palm pleasing terrain...

## Speedy Gonzales 14

He's greedy, he's seedy and his name is Speedy! We check out the latest in cartoon conversions and ponder somewhat over it!

## Game Busters 39

Who yer gonna call? Not us mate! Because we have laid down all our Game Boy knowledge and super top pokes and cheats to bring you the very best in tips related fun and enjoyment. Check 'em out dudes!

## Cheats 39,42

All the codes under the sun, and then some. Enough Action Replay and Game Genie digits to simply boggle your mind!

## Guides 40,44

Andy is finally reaching the end of Hook, but has he finished it? We're afraid you'll have to wait and see. Our resident freak of nature, Dave, has bottled out of doing Spider-Man 2, so instead he steps into Arnie's shoes and takes a look at T2: Arcade. Coo!



## Off the Wall 50

Since Sharon is on holiday, Uncle Jay pulls on her problem solving pants and answers your questions!

## Public Eye 52

Moan and groan, cheer and shout. Say what ever you think about any game on earth, and we'll make it public!

## News 6

- The prophets say a Viking Child shall save the day. Do we believe them? Of course we do! We're not gullible.

- Get a break with a state-of-the-art pool game from Mindscape.

- Arnie Schwarzy said he'd be back, and he's no liar, baby.

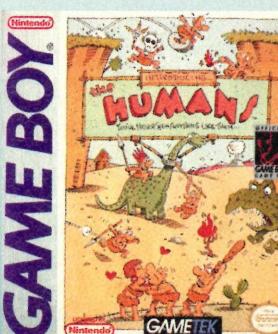
- Passion rises and rashness boils over as you streak across the highways on your beaut of a motor bike.



## Compos 9 & 37

- You wanna be a total dude(ette)? You wanna wow the world with your funky fashion sense? Now's your chance to win one of 50 Mortal Kombat T-shirts.

- Ten Game Boy Humans games need a mummy or daddy to play with them, and it could well be you if you play your cards right. Excited? You should be!



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Big blokes with hairy forearms and long sticks

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Streets of Rage with frogs!

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Jurassic adventures with the little folk

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Top RPG finally hits the 'Boy

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All the arcade action in your sweaty little hands

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Lawnmowerman eat your heart out!

## Buyer's Guide

130 GAMES REVIEWED

# 100% GAME BOY

# news

## Life of Brian?

**A**nd on the 42nd day, Brian was created. A nubile Viking child strutting a body ripe with power and a hand deft of sword. Cor!

He's got a heckuva lot to live up to with a name like that, but our Bri is not one to get miffed. Not on your nellie. He's big and butch!

His not quite so manly pals have been taken captive and off he must trot to rescue them from the evil God Loki, passing through eight torturous levels riddled with foes and tests of

might and endurance along the way.

*Prophecy: Viking Child* which first surfaced on the Amiga and ST a couple of years ago is set for an official release by Gametek come October this year.

Stepping up a notch from your bog standard platform waddle, it's looking to be quite a handful. Review next issue.



## Heavy metal thunder

**T**he best things in life are free. Nope. Sorry. Start again. The best things in life are ultra smooth sickeningly fast motor bikes. Big, ugly brutes, loadsa money machines and only for those who crave for a windswept life in the fast lane.

Soon Game Boyers will be able to go for the ride that dreams are made of with *Road Rash*, the motorbike simulation being converted onto the wee hand held.

It was a hit on the Amiga and *Road Rash 2* is a biggie on the Mega Drive so let's hope the game loses no drama in translation.

Not a past time for grannies, this is a motor cycle race-cum-punch'em-up with you brawling and lashing out at your opponents while in the thick of driving, often pursued by the cops. Expect a late October release from Ocean Software.



## My brain

**T**esserae, to be released by Gametek in November, is all set to squash your brain cells to mushy pea consistency and send you ga ga once it's grabbed a hold over you.

Very much along the lines of Othello and Reversi, it's a cute little puzzler whereby you clear a number of boards by jumping one patterned tile over another.

There are three levels of difficulty on nine unique mosaic boards, waiting to be flipped away as best you know how.

Strategic planning will be called for to find the easiest and fastest way to clear all the tiles successfully. And then it's on to the next board. No rest for the wicked you see.

## Take a break

**N**ever in GB Action's lifetime has a pool simulation graced our desks. Ten pin bowling, yes, and Black Bass fishing is yet to come, but never one of America's fave pastimes.

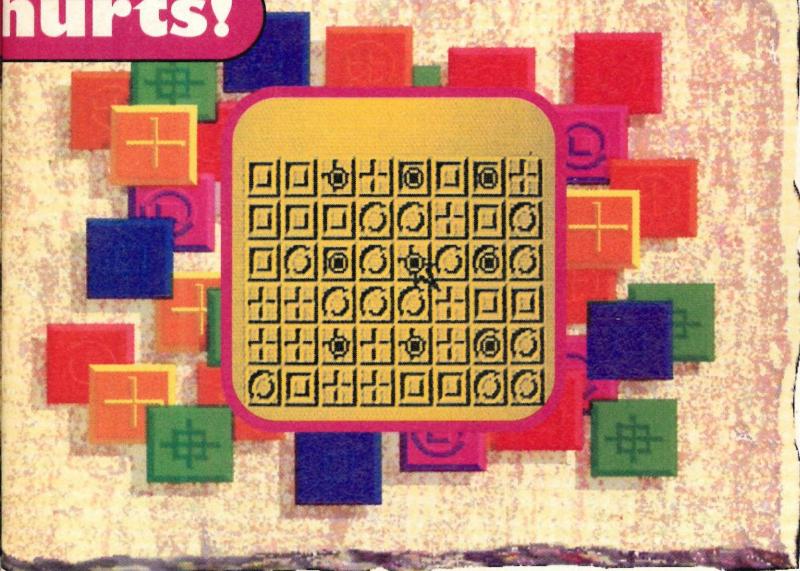
Now Mindscape with an eye for all things off the wall and, well, downright potty (see Alfred Chicken and Firefighter) will be presenting *Championship Pool* at the back end of October.

Also available on the Super Nintendo and NES, players line up to pit themselves against the computer and play nine ball, eight ball, straight pool etc; a total of 14 different games if you're really counting.

Put this together with multiple viewing angles and zoom-in screens and you could well have an out and out runaway break on your hands. Time to reach for that bow-tie and shiny waistcoat.

8

hurts!



© 1993 Gametek, Inc.

## Tight end



© Sky Sports

**T**wenty four... twenty four... hut hut hut! The team players get into one big hug, (aww) then disentangle shoulder pads worthy of Sue Ellen in Dallas and bulldozer off to flatten the opposing team into lanky strips of beef jerky.

That's American football for you. Now Acclaim are aiming to make the most of such a popular sport with *NFL Quarterback Club* emerging on the Game Boy this October.

So far team sports have never really led palm players into realms

of ecstasy but this is being flaunted as the most realistic grid iron simulation yet.

A premier football video game programming team have been combining their talent with the NFL's premier stars in order to create a football game ready and able to score the winning touchdown.

With a quarterback's eye view of the playing field and also the inclusion of a challenge mode where gun slingers go eyeball to eyeball against gamers, it's up and it's lookin' good.

## Hero and a half



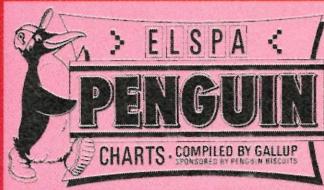
**H**e said he'd be back and, true to his word, Mr Schwarzenegger has been busy polishing his sun tan and pumping his pecs ready to blast onto our screens as the *Last Action Hero*.

The film is reaching fever pitch and the game, published by Sony Imagesoft, is now nearing completion, just in time to cash in on all the media hype.

The Game Boy version will be beat'em-up adventure based. Arnie, worried about how violence in games may possibly effect some people, objected to the vast amount of maiming and blood 'n' guts initially to be incorporated into the action and so fisticuffs is the best you're gonna get (if you can call that more ethically sound!!).

And that's all that is known about the game. It's still being kept under wraps! Needless to say though, it will follow the plot of the film in which you get to take on the bad guys in a fictional world where just about anything goes.

## GAME BOY CHART



1 (3) ...Super Mario Land 2	11 (10) ....T2: Arcade Game
2 (-) ....Top Ranking Tennis	12 (19) .....Track and Field
3 (1) .....Lemmings	13 (11) ..WWF Superstars 2
4 (2) .....Super Mario Land	14 (-) .....Dr Franken
5 (4) .....Tiny Toons	15 (-) .....Kung Fu Master
6 (14) .....Joe and Mac	16 (6) .....Populous
7 (12) .....Alien 3	17 (-) .....Tennis
8 (8) .....Star Wars	18 (-) .....Super Kick-Off
9 (9) ..Bart Vs Juggernauts	19 (7) ....Jack Nicklaus Golf
10 (5) .....Crash Dummies	20 (13) ..Ferrari Grand Prix

# in'brainstunnin'bottombruisin'

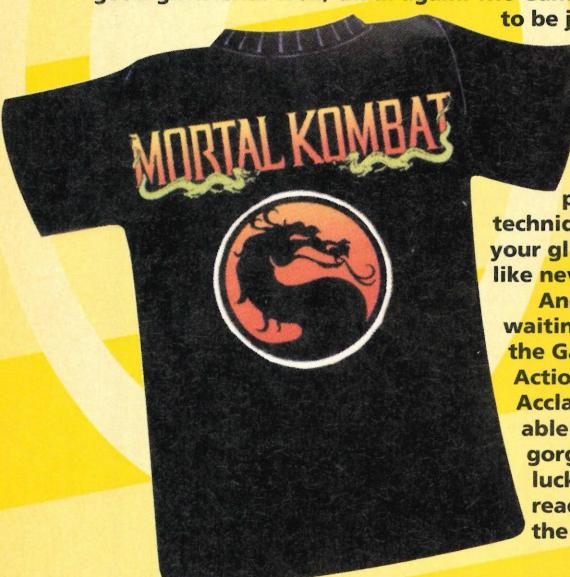
# Win!

## 50 Mortal Kombat T-shirts

So you think you're hard then? Rock hard. So you reckon Sonya's kiss of death is only for Billy no mates in the corner who can't get a girlfriend. Well, think again. The Game Boy game promises to be just as exalted and action-packed as the coin-op.

The sprites are huuuge, allowing you to concentrate on mastering each player's individual techniques and showing off your glistening hulks of flesh like never before.

And now, while you're waiting for the release of the Game Boy game, GB Action, in conjunction with Acclaim, are pleased to be able to offer staggeringly gorgeous T-Shirts to 50 lucky, lucky, lucky readers. Simply answer the following questions.



Entries to be in by 15th September 1993. Send to:

**Mortal Kombat Compo, GB Action, Europa House, Adlington Park, Macclesfield SK10 4NP.**

- 1) Name the ugly beast with four arms who appears in Mortal Kombat.
- 2) Who was responsible for the artwork on the Mortal Kombat game and comic book?

My answers are:

- 1) \_\_\_\_\_
- 2) \_\_\_\_\_

Name \_\_\_\_\_

Address \_\_\_\_\_  
\_\_\_\_\_

Post Code \_\_\_\_\_

Photocopies are accepted, but multiple entries are not!

I do not wish to receive promotional material from other companies

Panting to do battle with the deadliest geezers and gal on the entire planet? No sweat. Quite prepared for an all over varnish of bruises and twisted intestines? Piffle. Then go ahead! I dare you!

**K**RACK... SKBOW... Eat plasma bolts sucker! With the famed death cry, Chinese born Liu Kang, a simple fisherman but once a member of the super secret White Lotus Society, storms towards his opponent with a spectacular high flying 360 degree rotation.

Cartwheeling along and then kicking his hapless victim to a bloody pulp, he inflicts a mass of bruises before using the upper cut to knock his enemy down dead.

In another incident set against the oriental backdrop of body spillage, Sub Zero is in the delightful process of ripping his opponents head off before holding it aloft with the spinal column dangling below.

Thugery? Fistfuls of it. Blood? Noses, mouths and ears pumping with it. Gore? Abdomens exploding all over the place with it.



Sonia displays her amazing leg grab trick. Kano is out of reach and left unharmed

AND BEFORE ANY OF KANO'S NEW FOUND FRIENDS CAN JOIN THE FIGHT...



This is Mortal Kombat, Midway's you-can't-catch-me number one arcade machine, and deservedly so, and in the process of being converted to the wee digit dizzler, ready to hit your local emporiums on September 13th, ie Mortal Monday.

Last month GB Action gave you the lowdown on how the Game Boy game is being developed and what it's going to look like.

But how did all this Kombat business of the most Mortal kind start? And what exactly does it have to make it topple even Streetfighter off its lofty arcade perch?

Firstly, the overall level of gameplay is of a much higher standard. In Streetfighter 2 once you've mastered Ken, you've more or less got all your opponents, or should that be victims, sewn up and down the dress makers for an overdue session of nip and tuck.

### Looking at me?

In Mortal Kombat though, all the players, of which there are seven (to be reduced to six in the GB version due to memory limitations) are on more of an equal footing, thereby rendering gameplay that much more competitive.

The ensemble of competitors has been created by actual digitized footage of martial arts experts, and although they all have moves familiar to them, all their death wish manoeuvres, accessed by a

# psmackin' gutwrenchin' goreflow

# MORTAL KOMBAT

combination of buttons, really are something else, ass kicking you into a whole new ball game.

The two crazy dudes responsible for creating the coin-op of the decade are artist John Tobias and computer buff Edd Boon down at Williams/Bally/Midway.



Ed studied computer science before joining the pinball division at Williams and launching himself into the world of computer games.

John is the arty one. He did freelance comic book illustrations, working on Ghost Busters and Planet of the Apes (he even designed the Mortal Kombat comic) before putting his talent to a worthwhile use on such brutally violent games as Smash TV and Total Carnage.

Their criteria, while breeding the ultimate beat'em-up, was to evolve a good player versus player game giving instant gratification and a huge buzz to players. This has been achieved magnificently.

Due to its instant success and popularity it's logical that there will be a sequel to pop into view somewhere in the near future.

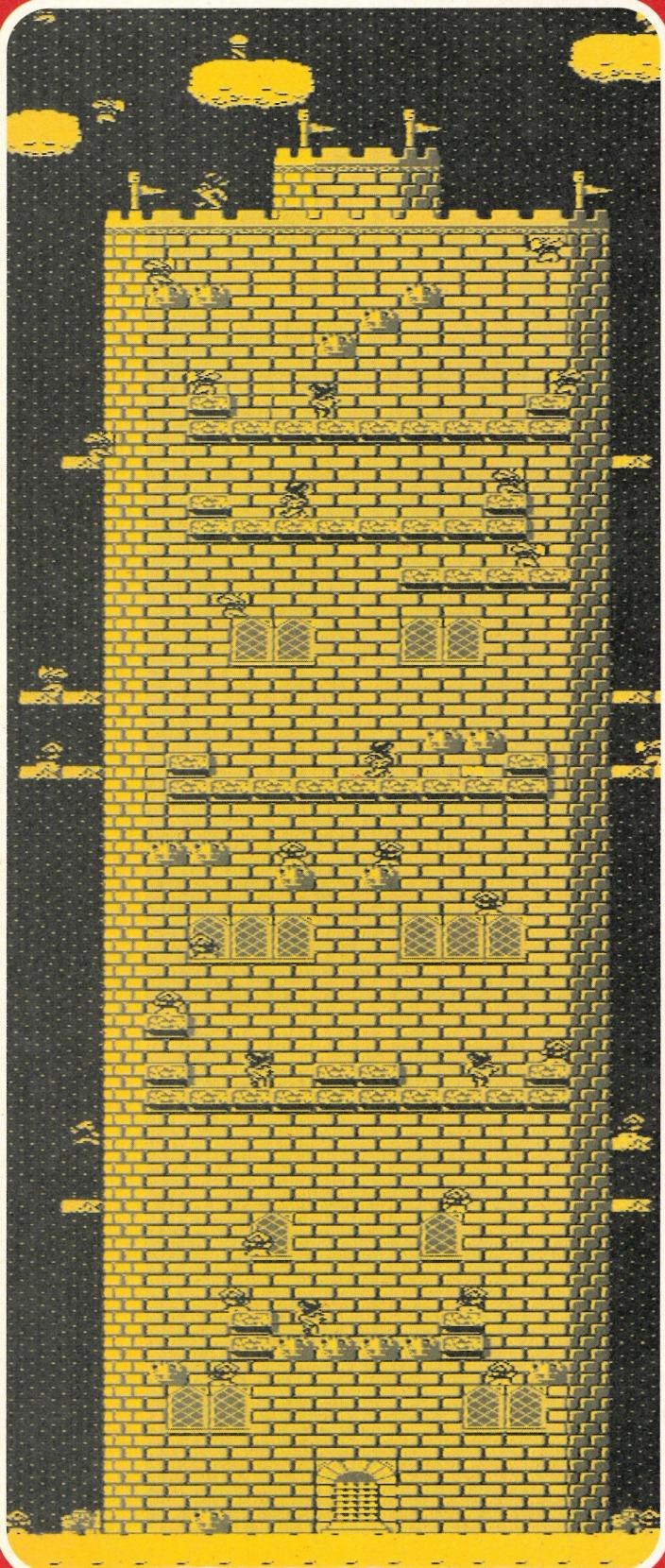
While waiting, you'll soon be basking in the g(l)ory of the game on every single console. **Sharon**



# REVIEW X



OFFICIAL RELEASE



Jeeessh. Someone's been mightily busy with the Lego building this castle. Pond gets to play at toy soldiers for a wee while. Psst, look out for the ever so handy jet pack half way up the castle!

**His name's Pond... Super James Pond... double bubble seven with a licence to gill. As the fat hits the chip pan he batters down the buttons on his suit and prepares for a fishy frying like no other...**

## ANNOUNCEMENT

The management would like to apologise for all the fish related puns in this review. This was due to a temporary fault in Sharon. We will try our best to make sure this does not happen in the future. Thank you.

# SUPER

O h cod! Another Bank Holiday weekend and you tuna-in to the TV set only to find Sean Connery doing his manly gruff bit as James Bond.

Half a dozen spectacular car crashes and a few snogs with some babes later – end of story. Or is it?

Certainly not, there's b-reams and b-reams left to unfold. Almost two years ago, this man, swooned over by millions, was sneakily kidnapped and then transformed into underwater agent F15H.

Off went the tuxedo and on went a shiny robotic suit of armour. (Good protection for the stickleback you see.)

And the result? A cheery classic Amiga game brimming over with off beat humour and r-eel-y whippy platform antics with a definite twist in the tale.

At long last James Pond has surfaced on the Game Boy, fully intact and still as much fun. Before you lies a total of 13 varied stages,



*Thinking the shoes are harmful is a load of old cobblers but James whooshes away*

each with their own sub sections and totally loopy backdrops and each inviting you to explore like you've never explored before.

Straightforward platform revelry is becoming a bit life-weary on the 'Boy right now. Super James Pond stretches the traditions in a bid to smother the glumness and

## 2nd OPINION



Eek! The truly worthwhile games manage to distinguish themselves successfully from the dross, by combining lively character animation with fun backgrounds and endless gameplay. Super James Pond is almost one of them. Almost, because as you become more used to it, you can both rip through levels at high speed, or hang around trying to dig out the several tons of bonus levels lurking within, and despite that irritating teddy, it's quite easy to reach the end. Rob

# JAMES POND

*The train's early! What's happening? No leaves on the tracks? Wrong kind of snow?*

*Negotiate your way around the levels to find the p-p-p-penguins*

*The birds aren't really very frightening. Just avoid them or bonk on their heads*

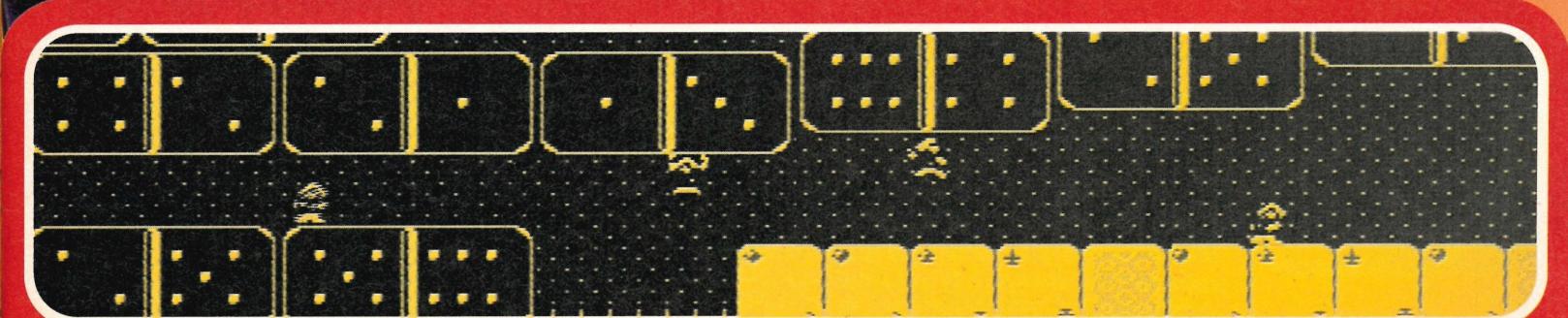
produce a game that requires as much exploration and discovery as it does a good sense of timing and pin point reflexes.

Straight out the window is the left to right sameness; instead you're left looking right up the hairy nostril of a tongue in cheek romp that has you to-ing and fro-ing over vast bizarre terrains and peek-a-boeing into every crazy nook and cranny.

But what on earth is it all about? Well, the villainous Doctor Maybe and his minions have taken over the central toy factory at the North pole (boo! hiss!) and have sabotaged a number of toys. These toys have now been disguised as penguins, and your task is to go around the various rooms, p-p-p-picking up two or three penguins in each, and then defusing them before the whole place blows up. Only then can Pond pass the flashing beacon and lollipop off on his way.

**Puns 'R Us**

There are 13 doorways in total, each with a theme, and with two to three ante-chambers to pass through. In the music room for example you get to tickle the ivories and swoosh down a positively huge organ. While within the dusky confines of the casino you can take a poke at the dice and gamble with your lives on the playing cards. There's even a slushy gooey sweetie room. A



In the games room Pond plays among the dominoes before then leaping onto packs of flying cards and finding the flashing beacon, allowing him to exit the level

teaspoon of treacle helps the gameplay go down as you get to balance on spoons and hip-hop between candles on birthday cakes.

Other territories just gagging for discovery are Legoland, a toy castle, even one section full of old boots! Weird!

To actually get around all this bumph, Pond mustn't let himself be hung out to dry like a salty kipper, make no fish bones about that.

He has a beanpole trick, a revolutionary yoga contortion act up inside his metallic suit of armour. This thing just grows and grows, not outwards but upwards. Once he's reached the desired ledge to shimmy along then, whoomph, his bottom half quickly follows suit.

In this way, Pond comes over all flashy and yoyos up and down, reaching previously out of the way ledges where power-ups may be twinkling away.



Jump on the playing cards facing the wrong way and you're frogspawn



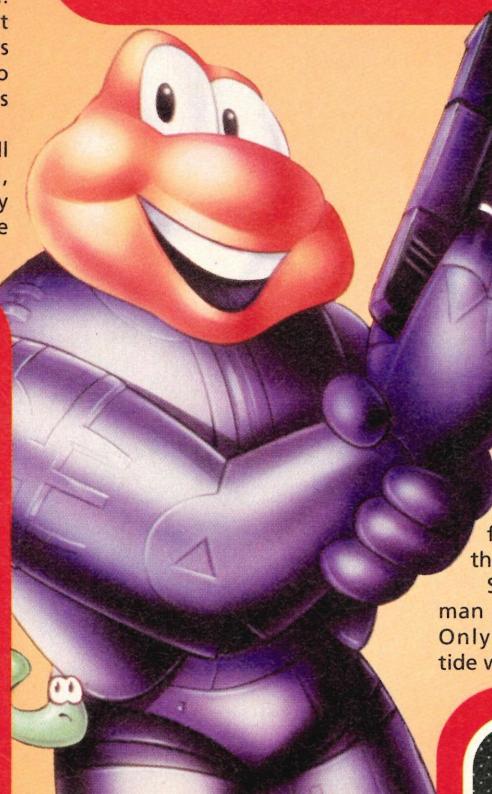
The tench-ion is rising. Place your fish on a currant bun and use your expanding skills



Locate the jet pack and Pond gets to fly like, erm, a fish out of water



Ooh, it's time for a tea break. Fancy an Iced Finger? Cream anybody?



The aim is always to seek out new territories on your magical mystery tour. Speaking of which, the more you potter around, the more points and lives you achieve.

### Twist 'n' trout

At the end of the day, you do actually get to know just how well you've done on the old mystery front, or how miserably boring you've been.

It is quite possible to play the game for two hours or so non-stop while not really getting anywhere very fast room-wise.

There's no hurry though, no need to rush to the beeper at the end of the stage, there's still a few months to go before posting those letters to Santa for Chrimbo.

Enemies are very few and far between, mainly consisting of madmen charging about or birds a-fluttering when you take to the skies with the magic flappers you've found lurking in a box somewhere. In all the boxes there's treats or tricks waiting.

Some are lucky, whereas others, namely those marked with a skull, are a definite no no unless you really do appreciate nasty bleached intestines and a very nasty case of the trots.

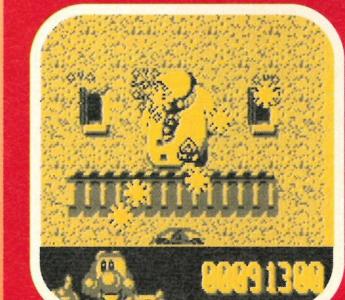
Between every room is a screen featuring a large and happy teddy bear. Just scrunch up tightly into a little ball and take a flying fish of a leap onto its head to knock all the stuffing out of its portly tum.

The further into the game you progress, the faster the ted becomes, and thus harder to beat.

So, are you man or minnow? Only time and tide will tell... 



Slip sliding from one perch to the next, Mr James Pond does a shark-ingly good job



Dr Maybe, who loses his head to you, is cunningly disguised as a snowman

## DATA

### SOFTWARE HOUSE

- OCEAN

### SUPPLIER

- OCEAN

### PRICE

- £24.99

### RELEASE DATE

- OUT AUGUST

## COMMENT



Ripe for exploration, this is a really bewitching game, stacked to the gills with graphics that are good for a laugh and dinky tunes. OK, it's not terribly tricky due to the scarcity of enemies and sometimes it's difficult to see what's going on against the black background. But it does have enough imagination and a high enough fun factor to jolly it along and keep you boosted. **Sharon**

## SCORE

### GAMEPLAY



### LASTABILITY



### PRESENTATION



### OVERALL

**80%**

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# SPEEDY GONZALES

If you thought the endless line of Toon related games had ground to a halt, think again. The fastest mouse in the whole wide world is about to steam onto your Game Boy!

**A**rriba! Arriba! Andale! Andale! Little Speedy Gonzales is finally going to make a solo appearance on the 'Boy. And about time too!

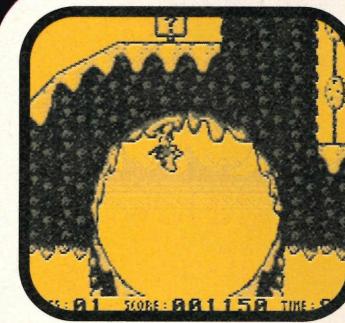
Fans of the classic Warner Brothers cartoon will not be disappointed with Sunsoft's latest offering.

The rodent with attitude explodes onto the diddy green screen to do battle with his old arch enemy, King Rat.

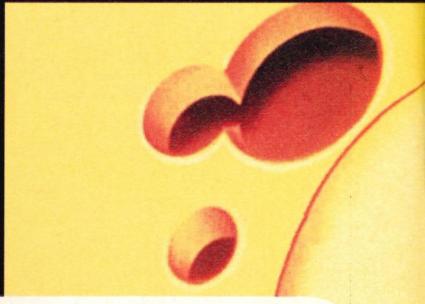
The idea behind the game is that you, Speedy, must whizz and whirl through six bizarre and exotic lands of fun to rescue your kidnapped friends.

Collecting pieces of cheese on your way, you must race along avoiding all the pesky bugs, rebellious reptiles, hundreds of species of birds and pieces of mutated vegetation.

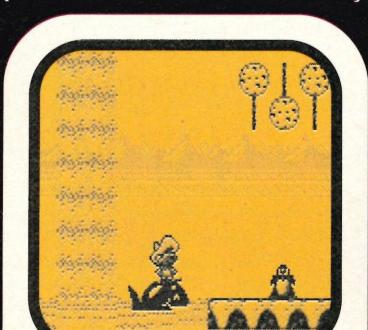
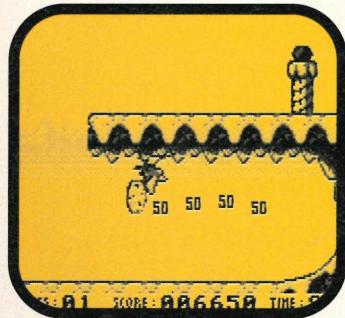
The annoying creatures you encounter on your mission have only one concern - to get in your way and stop you at any cost. Pick up the cheese pieces if possible, because for every



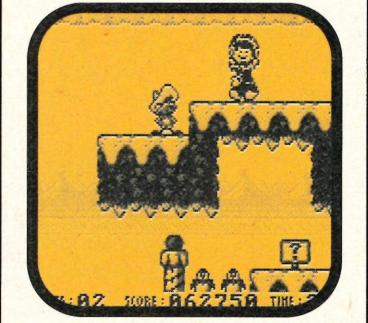
In a highly familiar Sonic-type moment, Speedy loops the loop for no readily apparent reason



Speedy zips off a spring so fast he ends up racing along upside down racking up the big cheeses



Leisurely crossing the sea on the back of a friendly whale really is the best way to travel



Avoid big smiling Eskimos at all costs. They're nothing but trouble if you bump into them

morsel you collect you will receive 100 bonus points. That is, if you complete the level!

At the start of every game you have four lives. Speedy will lose a life each time he's hit by any enemy, drops onto the dreaded spikes, touches fire, gets splashed by water droplets or actually falls straight into the sea.

### Rats entertainment!

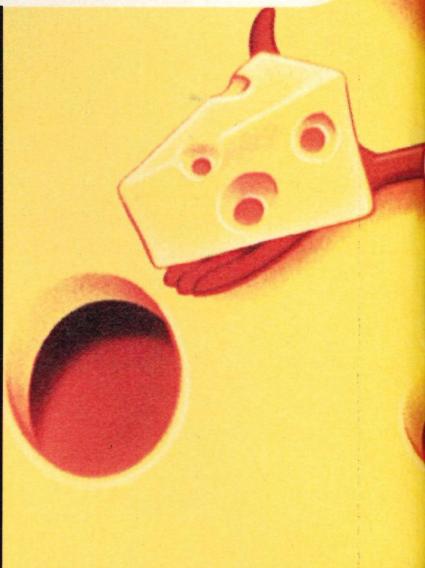
There is a time limit on each level, so if you don't get to the end in time you will forfeit by losing yet another life. When you have used or abused all four of your precious lives the game is over, meester.

Fortunately there is a fab and well appreciated continue option. You can carry on playing as many times as you like, which is quite handy.

Also, once you have fully completed the four levels in each stage and fought off the big end-of-level bad guy, you



No less than six terribly tricky levels to tackle in this terminally traumatic teaser



are rewarded with a password.

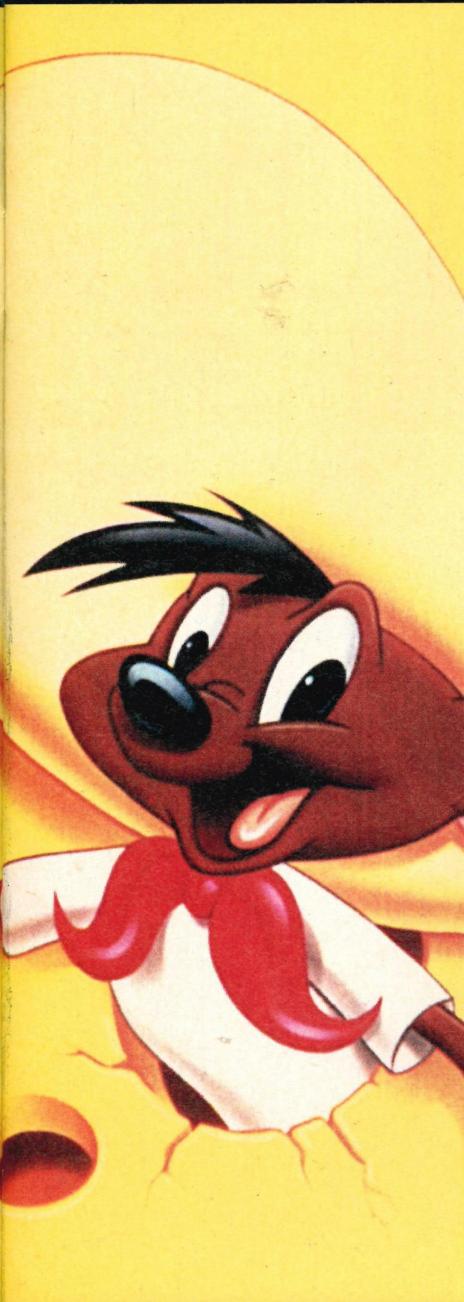
This helps out loads as there's nowt more annoying than having to start at the beginning of the game each time you turn it on!

Puzzles are a prominent feature on each of the levels and it's up to you to bend your brain and sort them all out. Scattered across each scene are springs and switches.

The springs force you to move speedily and swiftly, and can be used to build up speed to jump holes or clear great big openings in the ground. The best thing to do is jump onto them rather than run at them.

The switches all have a whopping great question mark slapped on them and act as a returning point once you have foolishly topped yourself.

They also activate and de-



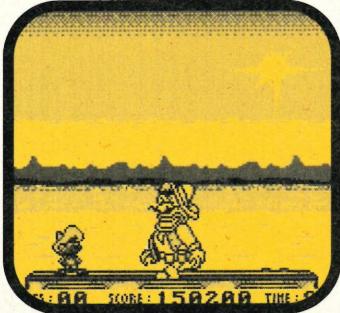
activate the numerous fans knocking about, and can be used to crash through walls or make invisible bridges appear.

Battle your way through Icelandia, Old Mexico Town, Sherrywood Forest, The Sandy Desert, The Country and the

## Hey meester!

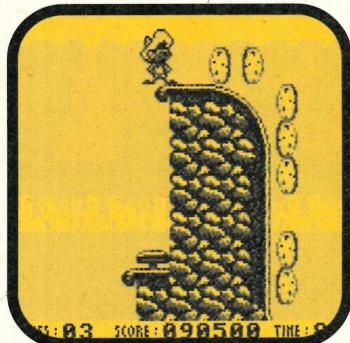


The end-of-level walrus shuffles towards you very slowly, then you jump on his head. He's toast



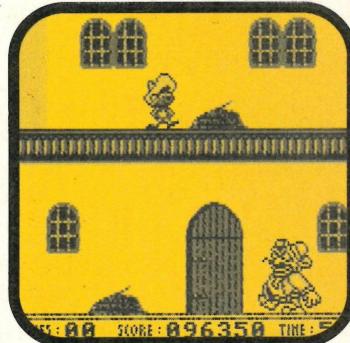
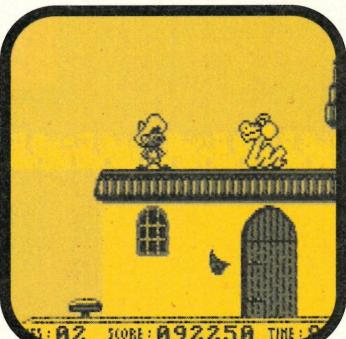
The bandito you encounter on the top of a speeding train is a mite more difficult to destroy

## Red hot chili peppers



A big dip to the right means it's nearly time to fly through the air with the greatest of ease

Remember what your mother told you? "When you're in Mexico, dear, don't step on any snakes!"



It's staggeringly easy to avoid this particular bandito. You just walk along the roof above him

The Game Boy is not world renowned for its music capabilities but the sounds on this cart are quite dreamy.

All the backgrounds are fairly groovy and the Speedy sprite is perfect. His arms and legs fly about all over the place as he races along, and there's a quite humorous routine when Speedy bites the dust.

An oversized hat and a mouse with a rocket down his pants. What more could you ask for? A top cheese challenge to get your teeth into. Hold onto your hat, this one is well fast!



In Sherrywood Forest there sadly aren't any men in tights to avoid. Alligators there are!

final level of doom, the horrific Cheese Island! Here you must find the evil castle and face the almighty King Rat.

Even more enemies appear on this final zone, and you're the mouse that has to beat them all! Waterfalls, bouncing tomatoes and even spring onions hamper your Mexican mission from hell.

### Cheese wheeze

The gameplay looks like a Sonic rip off at first, but the more you play, the less you think about that blue little oik.

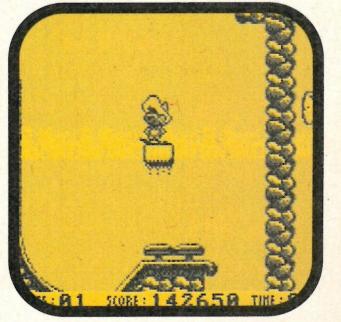
There's dreamy loop the loop platform action with springs and spikes aplenty to keep you glued to your 'Boy.

The pace hots up as you get further and further into the game - well, you are Speedy Gonzales! It's very fast and just keeps accelerating all the way through. This is one for the speed freaks!

The old classic Warner Bros theme tune sounds perfect on the Game Boy, and a super uptempo manic Mexican waltz plays smoothly as you tackle and deal with all the cheesy business in hand.



?Pesky bird? In Mexico all the switches are upside down for that authentic Spanish flavour



The solid wall on the right means Speedy has to go back looking for a switch to open it

# REVIEW



## AMERICAN IMPORT

**Forget the Turtles, ignore the posturing of The Terminator and RoboCop. The Battletoads are back for more...**

**R**agnarok's World, eh? If you're looking for answers as to its location then don't expect too accurate an answer. Apparently, it's the Evil Dark Queen's home planet or something.

The toads are in this rather nasty place as their counterparts Zitz and Pimple (yes, those are their real names) have been kidnapped along with the Princess Angelica while on the return journey to the Princess' home planet.

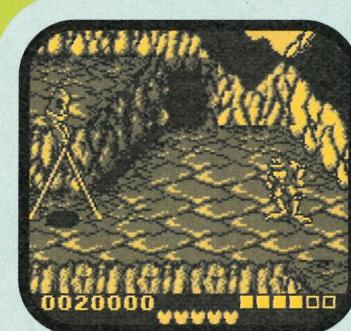
The Dark Queen has pursued the three dudes in the Toadster, picked her moment and plucked the small Toadster from the galaxy.

One thing you should never do to toads is make them mad, as they will always get even with you. Professor Bird sets the toads down onto the surface of Ragnarok.

From here on in, the battles will take our slimy heroes through ice caverns, down dark holes and



It's time for a spot of leapfrog as our main man takes a running jump over the gap...



Hey! The circus is in town. Let's trip up the guy on stilts so he cracks his skull on the stone floor

The toads take to their Silver Dream Racers, ducking, diving, jumping and swerving along



eventually to the final battle in the Tower Of Shadows.

The storyline which builds up the overall atmosphere has had plenty of thought and imagination put into it, and this is also the case throughout the entire game.

Races on high performance Speed Bikes and the Clinger Winger are there to break the tedium of constantly cracking skulls.

These are some of the most difficult areas to battle through and will require skill by the ton.

### Toad in the hole

The toads' main form of attack is their trusty but firm no-holds-barred approach which involves punching and kicking as many mutant weirdos as possible.

This is made that little bit more difficult by having a toad dangling from a piece of rope at some point travelling straight down a large crevice type thing!

For the final battle the toads

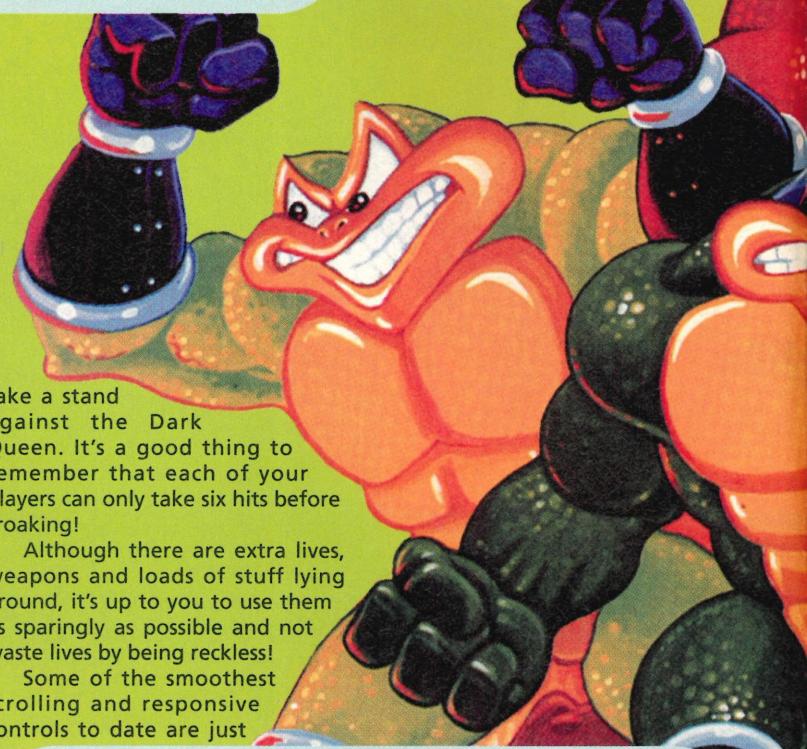


Dance you slimy frog type thing! It's bullets ahoy as the toad runs for cover

## BATTLE IN RAGNAROK

two of this battler's great qualities. Graphics are of an extremely high quality and an improvement on the first game's dodgy piccies. Even backgrounds are intricately detailed and scroll at different speeds.

The enemies won't take your punches sitting down, they will fight with everything they've got. The Walker is especially helpful for once he's defeated you can pick up his leg and use it as a



take a stand against the Dark Queen. It's a good thing to remember that each of your players can only take six hits before croaking!

Although there are extra lives, weapons and loads of stuff lying around, it's up to you to use them as sparingly as possible and not waste lives by being reckless!

Some of the smoothest scrolling and responsive controls to date are just



YOU'LL NEVER MAKE IT AGAINST MY SATURN TOADTRAPS, YOU FEATHERED FREAK!

The next toadally awesome shampoo selling campaign gets underway!

## 2nd OPINION



This is a real stormer of a cart and I love it to bits, I do, honest. In some respects it's very very similar to the first game with wire dangling and speedster racing being straight rip-offs, but any fan of Zitz will find

no injustice in this. There's still megadocious dollops of inventiveness and novelties to tickle your fancy and it gallops along at a cracking pace amid the funky graphics. This is the stuff real games should aspire to. Loads of respect due to Tradewest.

Sharon

# BATTLETOADS 2 RAGNAROK'S WORLD

weapon. While carrying this, a toad is practically impossible to beat.

As good as the game is, it lets itself down on the continue options. Why? Well, there ain't enough of 'em! There are only three, yes, three continue options.

There's no password system either, so once



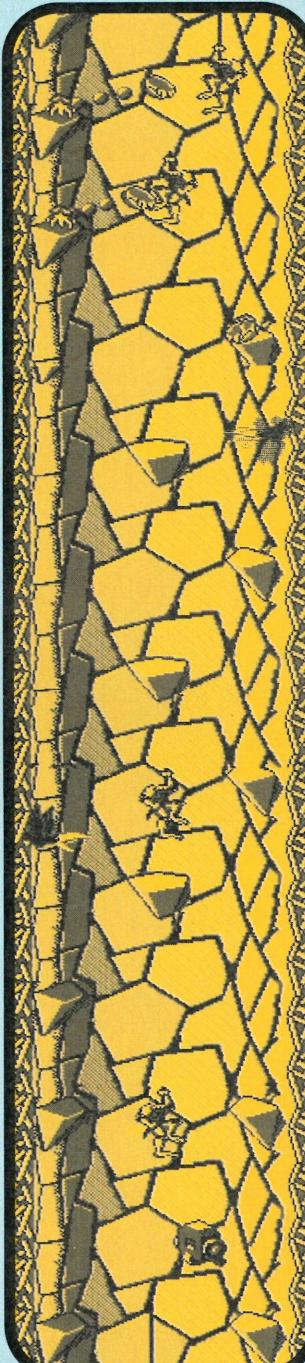
you've continued a few times it's straight back to the very beginning. It's just too flippin' hard to get past certain points without using up all of the options available.

If you've got plenty of time and aren't easily put off by a seemingly impossible section of a game, then try this at your own risk. Are you a man or a mouse? This will sort everyone out. One thing though, it's still nowhere near as difficult or frustrating as Spider-Man 3!

Anyone who's played the original will doubtless know what's in store for them here. Although most of the levels are similar to the original, Ragnarok has been spiced up to reveal a fresh challenge. The long open shaft section (wahey!) is bigger and better than in the original Battletoads.

More sections means more challenge. Looking slightly different from the original, everything's been upped a scale to pose a brand new threat to all you toady maniacs.

Fists at the ready Mr Boxer Man. Throw some punches and make haste young toad



It's crevice descending chaos with the crack croak crew. All hell breaks loose in the hole

As we never reviewed the original Battletoads cart, we thought we would give you a flashback type review. Check it out overleaf!

## DATA

### SOFTWARE HOUSE

• TRADEWEST

### SUPPLIER

• CONSOLE PLUS

### PRICE

• £21.99

### RELEASE DATE

• OUT NOW

## COMMENT



Far and away the superior Battletoads game. It's a vast task to make your way through the levels, especially when there are only a measly three continues at your disposal. The backgrounds and sprites look and move smoothly as in the original. Why anyone will be watching the background however is beyond me as there's so much to concentrate on in the foreground. Top sequel!

Andy

## SCORE

### GAMEPLAY



### LASTABILITY



### PRESENTATION



### OVERALL

92%

# REVIEW X



## OFFICIAL RELEASE

**His pecs are pumped to popping size and he's out to give those enemies wart for. Zitz's toadaciously rad!**

**B**attletoads is one of the toppest NES and Game Boy titles ever. It has been knocking around since 1991, before GB Action was even born in fact, and so has never actually been reviewed at all within the noble pages of this dedicated Game Boy tome. 'Til now.

Now the sequel is leering lily-livered releases from centre stage we thought it was about time to give the original game an airing (no



Watch out for the large cave dwelling dude! He can really do you some damage

## DATA

### SOFTWARE HOUSE

- TRADEWEST

### SUPPLIER

- FX DIRECT

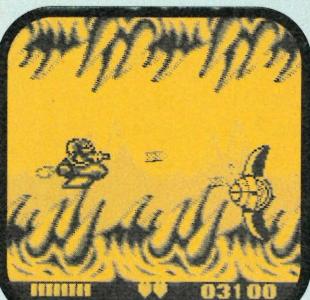
### PRICE

- £19.99

### RELEASE DATE

- OUT NOW

# BATTLETOADS



It's shoot 'em up time! Blast your way through this crazy world of endless goons

## COMMENT



A wicked and toadally humongous play in every respect.

Everything you could possibly want in a game, and then some. Tearaway shenanigans, beautifully clear graphics and so much hipness that it's disturbing. Get the picture? If you've not got this yet, don't be a sad fool; beg, buy or borrow it. Then go and treat yourself to the sequel. A brilliant laugh all round. **Sharon**

beddy-byes for spritely games at this HQ) and just show y'all exactly what you're missing.

I'm not too sure about the storyline, who cares anyway. The crux of the matter is that young Zitz is no longer content to be a mere toad in the hole.

He thus sets off on an amazing adventure that is destined to make dimples in his green hide. And what a mixed bag of fun and frolics he'll charge into en route. My word! Just how much remarkableness can you bung on one diddy cart?

### Warts 'n' all

The best thing about this game is that it's not just a platform stroll or a beat'em-to-bits-up or a blast'em-away. This babe's got the lot.

Although primarily you get to pummel or cudgel a ton of enemies of all shapes and sizes, there's still arcade-type thrills and spills to keep everything bolstered well above the acceptable levels.

Zitz is a weird looking toad, able to contort his body and do wild and wonderful froggy leaps up



Destroy this boxing kangaroo with a couple of well-timed slaps to his head

and down platforms and across large open chasms.

At several points he even impersonates Tarzan, shimmying up and down ropes in order to swing from one isolated island to another.

Later on into the game, super turbo cables come into play. As Zitz is lowered down a huge pit on the end of a wire, he has numerous flying foes armed to the teeth and a bevy of whirring spiked wheels as contenders.



Zitz joins in the jet-ski japes. Avoid all the obstacles in the water or you'll die!



Use your sword to cut his rope. This fool will drop to the floor like a lead balloon. Hurrah!

Enemies are defeated by either leaping up and splattering them into slices with a large axe, or alternatively tossing them sky high and going for the old boot trick and kicking them down into a bog or off a cliff top.

Hopalong then sticks his bum into a speedster and roars away for a rap with the rat rocket.

After whipping the wicked worm down at the river he straps on a jet ski and prepares for a wet water ride like no other before.

Graphics are well bold and the three continues allow you to make a little bit more progress every time you get on down to play.



## SCORE

### GAMEPLAY



### LASTABILITY



### PRESERVATION



### OVERALL

**91%**

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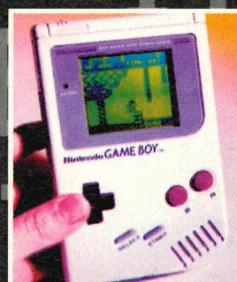
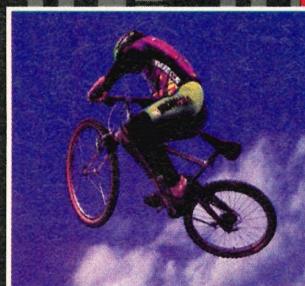
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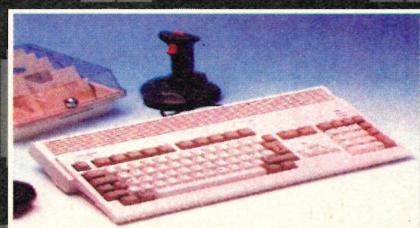
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# REVIEW



OFFICIAL RELEASE

**It was only a matter of time before someone brought Garfield into Game Boy land. Licenses are usually wasted. Let's hope this joins the elite of quality licensed entertainments...**

**R**idiculous fluffy toys that stick out of car boots, useless furry dice type things that dangle from rear view mirrors and way far too many other products to mention have helped Garfield become one of the best known characters in recent times!

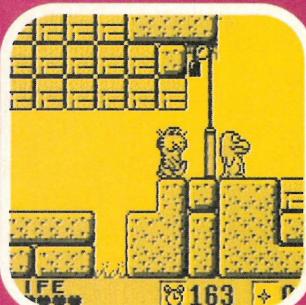
From his humble beginnings in the good old US of A on 19th June 1978 when the cartoon strip was first published, Garfield now has his own TV show, appears in 2,300 papers daily in 26 different languages in 69 countries and has over 6,000 official products on the market!

Pretty impressive for an overweight, lazy, grumpy and cynical ego maniac. Kemco now release the latest in the ever expanding world of Garfield.

In careful preparation for this



*It was sooo lucky that Garf managed to find a power drill in an ancient labyrinth*



*The door ahead is a lovely pulley/weight combination, but you still need the key!*



*Avoid the nasty floor below by leaping across the gap. Don't trip over the shroom!*

review, I bought as many packs of Findus Lasagne as I could afford, cooked them up, put the game into the 'Boy and began to play. A bit of method acting always helps you get into character.

I'm in preparation for the movie, which they will surely make. Yep! I've become almost as laid back as the moggie himself! (more like surpassed him - Ed)

### Mrs Slocombe

As for the game, if puzzling is your bag, then this may be just the sack for you! Think of Krusty's and you're getting as close to this as is possible!

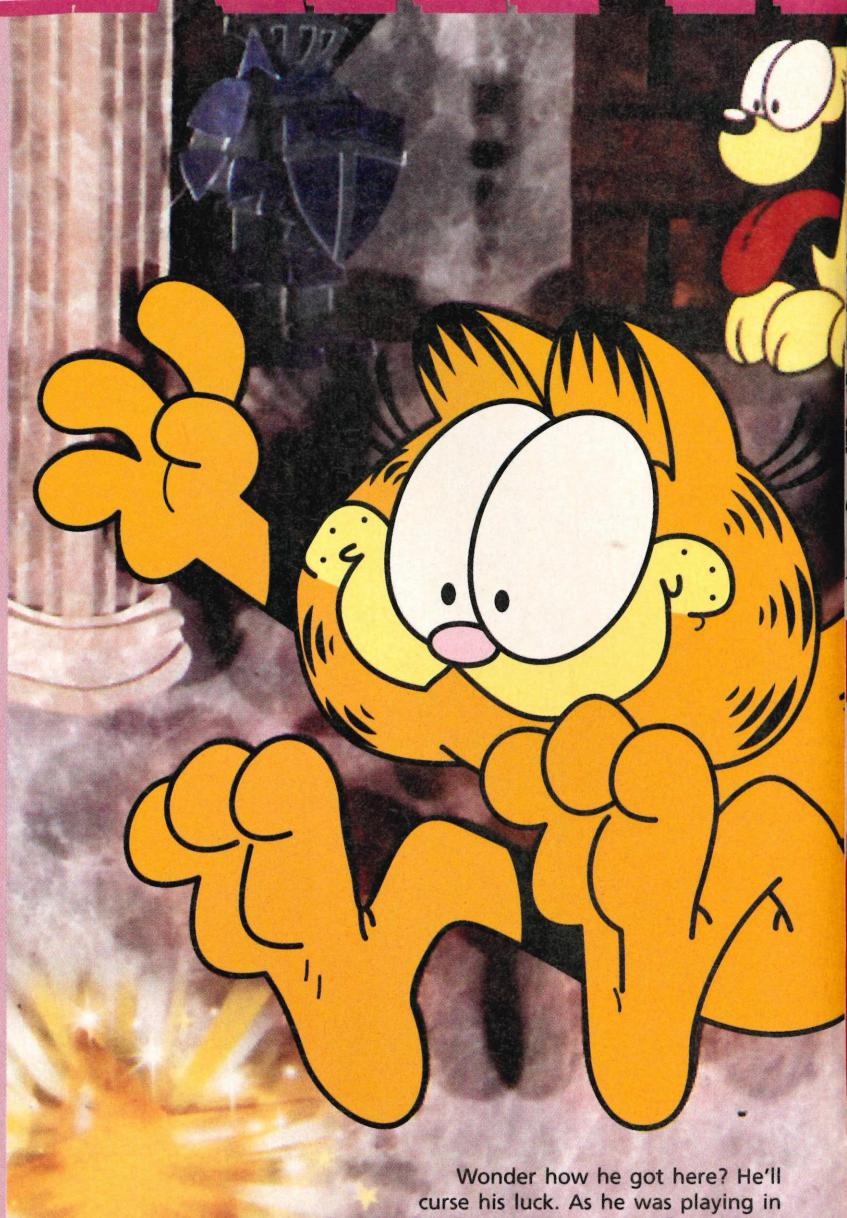
It's building blocks ahoy! There's no escaping them, and it's your job to make your way through the levels of ancient ruins by using the drill Garf's found.

## 2nd OPINION



Although it doesn't really compare with the likes of Krusty's Fun House this is pleasantly entertaining as you whup you way through umpteen levels, drilling down through blocks and finding relevant keys to open gates. Ultimately I would have liked to see a more befuddling element puzzle-wise (this is more a case of seek out and ye shall find rather than figure out and you're dead clever) but it's a dandy release and something that only works well on the 'Boy. *Sharon*

# GARFIELD

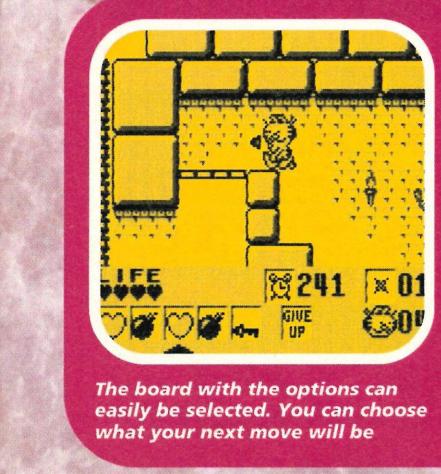
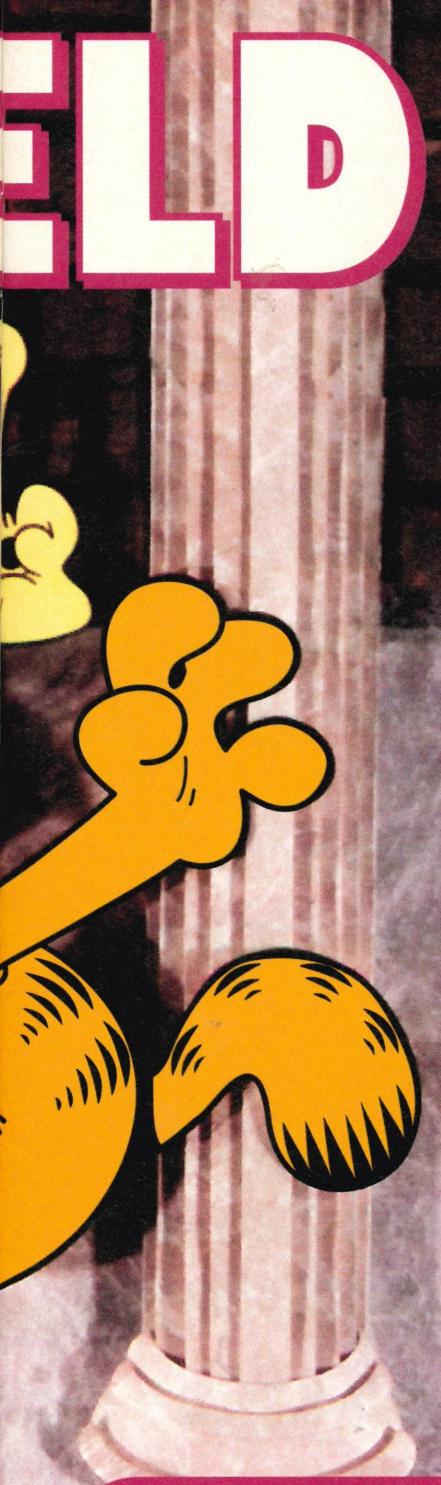


Wonder how he got here? He'll curse his luck. As he was playing in the street with his dog friend Odie (the dumb one), he fell through the blocks and now he can't reach the hole in the roof again.

Garfield has to escape using his skill, speed (?) and strength! This is the biggest test of his life. How can he go without lasagne for this length of time?

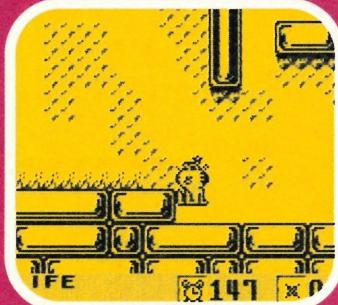
Within this crazy underground labyrinth, are secret warp zones which transport you somewhere different in the level. Loads of doors to be unlocked, which would be simple if he only had the key!

All of this has to be done in the knowledge that at any moment a rather unpleasant monster may be

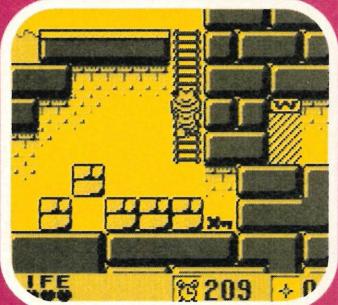


The board with the options can easily be selected. You can choose what your next move will be

## Purrfect pussy



Garfield has taken a turn for the worse and done his best impression of losing a life



Descending the ladder and hey! What's this? He's found a key. Find the door to use it on

round the corner and heading straight for Garfield to put an end to all his feeble efforts.

On the plus side there are plenty of bonuses to be collected. Extra lives, invincibility, bombs to destroy the pests, namely monsters, and keys for opening new rooms.

The overall look of the game is pretty impressive, Garfield looks like, well, Garfield, which is neat knowing how some sprites turn out. Just compare it with Mr Foreman or the brat from Home Alone.

### John Inman

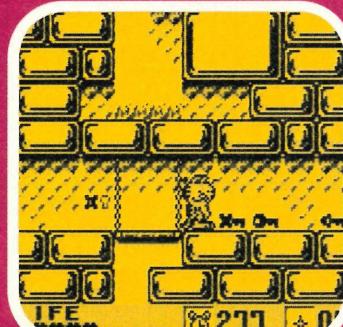
A major downer about this puzzler is that the gameplay doesn't change too much throughout. Once you learn all the ins and outs of the controls, which are a cinch to use, it does get rather samey.

The only factor to keep you interested is the challenge, which becomes more and more intense and mind boggling the further into the labyrinth you get!

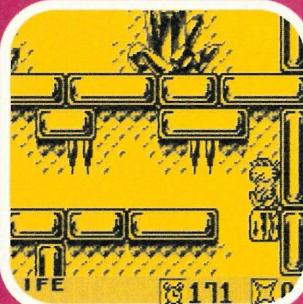
Who would be willing to bet that Jim Davis is sitting around with his pencils, thinking how fine and dandy his creation has become over the years.

He's hit upon a winner and he knows it. In fact half the world will probably know about it by now!

People are rather careless inside the labyrinth. Just look at the keys lying around for proof



The board with the options can easily be selected. You can choose what your next move will be



Brrr! It's a bit nippy out! Drill through the ice to find new and exciting items

There are some really naff pieces of Garfield merchandise about, but there is enough top quality stuff here to keep people interested. This rates as one of the greatest accessories any fan could ever ask for!

Keep that lasagne coming and try not to wonder where Odie is throughout the game. The last laugh is Odie's for now, so it's up to you to turn the tables on the poor old hound. Claws at the ready, this bad pussy means business. It's cool for cats, but is it cool for you?



The rather pretty ice thingummy in front of the cat with the lasagne belly is a warp point

## DATA

### SOFTWARE HOUSE

- KEMCO

### SUPPLIER

- MARUBENI

### PRICE

- £24.99

### RELEASE DATE

- OUT SEPTEMBER

## COMMENT



A Garfield game without Odie? That's like having

Laurel without Hardy or Tom without Jerry. I found this an enjoyable play but the similarities between this and many other puzzlers is uncanny. A password option will keep your interest in the tougher labyrinths as it did mine! Controls are simple and the overall look, although not the best I've seen is, well, adequate!

Andy

## SCORE

### GAMEPLAY



### LASTABILITY



### PRESENTATION



### OVERALL

**86%**

# PREVIEW

**■ SOFTWARE HOUSE: TOHO CO LTD ■ RELEASE DATE: SEPTEMBER**

# GO GODZILLA!

**W**ay back in 1956 two respectable but mad Japanese fellas called Eiji Tsuburaya and Inishiro Honda came up with the really rather bizarre idea of Godzilla.

Little did they know that in years to come their creation would be transformed into a totally crazy computer game.

In ye olden days Godzilla was actually a man dressed up in reptiles' clothing.

As technology progressed and movie producers began to get accustomed with computer generated graphics and high tech special effects, Godzilla still refused to budge and thus remained a silly man in a dodgy lizard suit.

Toho were, and still are in fact, the head honchos when it comes to Godzilla. Possibly due to the success of the superb 'King of the Monsters' on the Neo Geo, Toho thought it was about time to release this little beauty of a Game Boy game.

The game involves you (Godzilla) strutting your stuff around 64 brain bending mazes called the Matrix.

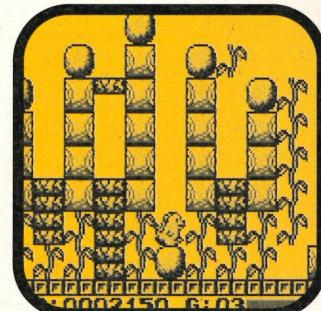
What's the object of all this



**Up from the depths, 50 storeys high, breathing fire, his head in the sky...Godzilla! Godzilla! Toho release yet another monster game, Jay asks why...**



*This guy shows up if you've been taking too much time on a level, so hurry, hurry, hurry!*



*Climb the vines and move the rocks. If anyone gets in your way, hit them hard!*

bizarre tomfoolery? To find your kidnapped baby son Minilla of course. (Obviously Mr and Mrs Godzilla esq were big fans of Milli Vanilli!)

To make your way onto the next maze you must destroy all the blocks and bricks in each room. OK, so it might seem very simple, but believe me, it's not.

Because many of the rocks are placed in inaccessible areas, you've got to manipulate the ones you can get to in order to reach those distant boulders.

Once you've bashed all the rocks to bits a secret passage way will appear so you can advance to the next room and find your missing son.

### Monster mash

You may be asking yourself what Godzilla has for defence. Well, his trusty fists of course to help him on his way! And no one messes with this big boy when it comes to fighting!

If a rock moves against something solid you can shatter it with another punch. This could reveal numerous power ups or even the secret passage to the next screen.

The Godzilla sprite doesn't really look like a 400 foot monster, more like the Andrex puppy on steroids.

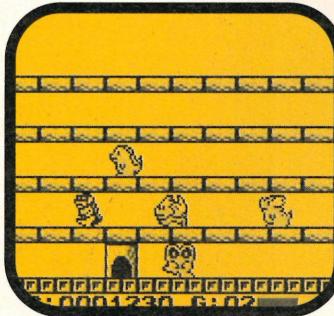
The game is shaping up rather nicely at the mo, ready for Virgin Games to release it exclusively come September time this year.

Who knows, you may soon be handling a seriously small guy in a lizard suit with terrible bad breath and little sense of cuties type adventure.

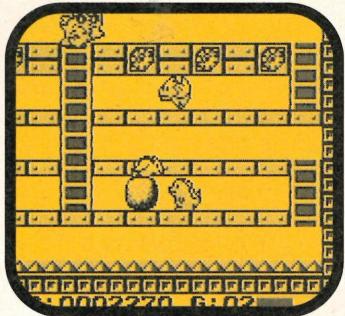
If you fancy crushing trains with your teeth or ripping up tall skyscrapers with your bare hands, tough luck mate. Ha!



### Dodgy lizard suit



*Godzilla is the one at the top and the rest of them are chasing him. One swift punch kills them*



*These guys are after your blood. If they catch you you'll disappear in a puff of smoke!*

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# REVIEW X



OFFICIAL RELEASE

**With dinosaurs set to regain control of the Earth, a small, cuddly character named Edd packs his surfboard, jumps on the bandwagon and sets off to ride the crest of a wave. Simon follows...**

# EDD THE DUCK

You know, I used to have a fetish for ducks. Not the type of fetish that could attract the attention of the RSPCA you understand.

It was more of a yearning that had Chinese chefs scampering around lakes with large nets and oversized baking trays, muttering the kind of obscenities not heard since Chris Patten was made Governor of Hong Kong.

Edd The Duck – the latest release from Beam Software – may have finally convinced me to devour less cuddlesome creatures in future. The storyline is very realistic.

Edd The Duck is spending the evening away from the ghastly Andi Peters watching the legendary cartoon series 'The Curse Of Sethron' on television, unaware of his forthcoming fate.

In a flash of supernatural sorcery that would leave even Paul Daniels baffled, Edd finds himself trapped within the cartoon under-



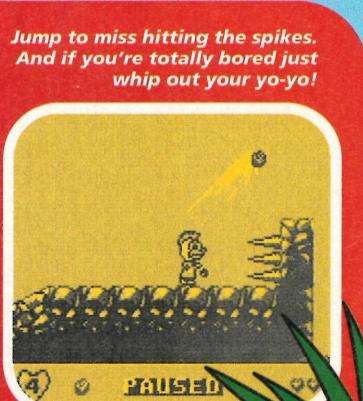
These little trees act as springs which can fire you high into the unknown

world and faced with the challenge of defeating the evil Sethron before he is able to return to his carefree life of cartoon capers and crispy pancakes.

This game begins in the jungle, with three different levels to master before progressing to the next world. Numerous bad guys are waiting for our green haired duck



Try not to get ants in your pants or you could end up biting the dust in a big way



Jump to miss hitting the spikes. And if you're totally bored just whip out your yo-yo!

so be on your guard at all times.

Be sure to collect as many coconuts as possible while in the jungle as these are vital for destroying the prehistoric fossils and will determine if you qualify for the bonus world at the end of the third level.

Speaking of prehistoric fossils and large coconuts, does anybody remember that film starring Raquel Welch in an unrevealing animal skin bikini?

## Edd case

As you move through the second level, you will find the action fast and furious, encountering many hazardous obstacles along your journey.

Keep on your toes and keep on moving because one little pause could mean it's game over, little dude!



Edd has disappeared! I think it has got something to do with that shady looking dragon

© BBC Enterprises

## 2nd OPINION



We all know Edd the Duck is rather annoying and irritable, but this game doesn't have Edd quacking all the way through it so it's fairly bearable. The gameplay seems a little bit too easy as I got through the first level without even breaking into a sweat. Bad guys are a little few and far between, and when they do show up they don't put up much of a fight. Also for some reason Edd can't swim! This bloke is meant to be a duck! Totally quack!

Jay

## DATA

### SOFTWARE HOUSE

- BEAM SOFTWARE

### SUPPLIER

- LASERBEAM

### PRICE

- £24.99

### RELEASE DATE

- OUT SEPTEMBER

## COMMENT



This cart has the main ingredients of most successful platform romps. It has a cute little character, a selection of challenging environments and plenty of special objects and pick-ups. It is also very enjoyable and will continue to present challenges through to the end. This is a fun adventure and I would recommend that you play it. It may change your attitude towards ducks forever. *Simon*

## SCORE

### GAMEPLAY



### LASTABILITY



### PRESERVATION



### OVERALL

**77%**



One stupid move can leave you head first in the deep blue sea

Towards the end of the second level you will come across a series of spring bushes which enable Edd to leap higher than Dick Fosbury (although his technique is decidedly less graceful).

These need to be negotiated very carefully as miscalculating a jump will send you plummeting to the beginning of the stage and reeling with frustration as the music descends to a demonic chant.

At this point it is more fun to embark on a suicide mission and jump aimlessly into the crashing waves than attempt to complete the level. After completing the Jungle, Edd moves into the caves and is confronted with more pre-Jurassic Park reptiles.

Hop, skip and most certainly jump to avoid all the traps, spikes and general nasty things that Sethron has left for you.

Boy is this guy evil. Untold amounts of enemies for you to tackle and they just keep getting bigger and madder the further you delve into the game.

### Edd-ache?

This game is far from boring. Each level invites you to make silly mistakes and although it can be annoying, it's very challenging throughout and has quite enough variety and options to keep you twitching and cursing for hours.

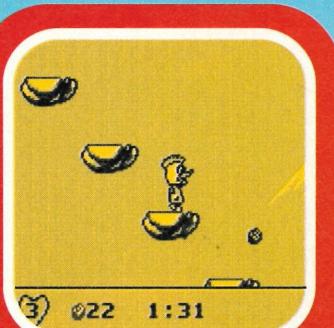
Edd can be a little slow to respond to your commands and has a habit of wanting to headbutt the oncoming T-Rex or the big swooping Pterodactyls.

If you approach these creatures with your guns blazing and use your jumping ability with precision, you should escape without losing any of your precious lives.

Like most feathered fowl, Edd has a vast array of talents including skateboarding and bowling. Unfortunately, he is not too keen on water and will sink like a brick if you mistime a jump.



To get rid of this nasty beast, chuck your rocks at him and he will soon meet his maker



Use all these slabs as stepping stones. Collect nuts on your way to boost your energy



Watch the birdie! Avoid the dino birds at all costs. One hit could be fatal for Edd



You're dead, ducky. If you died and you really want to carry on, you can! Hurrah!

Take every opportunity to collect anything and everything as each icon can be vital in restoring your chances of returning to reality, whatever that is for an amazingly inane hand puppet!

Despite his incessant quacks and fleeting glances, Edd is quite an endearing character. The sort of chap you'd like to take to meet your family (unless they are specialists in Dim Sum starters).

This game can be as annoying as Edd himself is sometimes, but if you stick with it you're guaranteed bucket loads of laughs and quite a good cart as well.

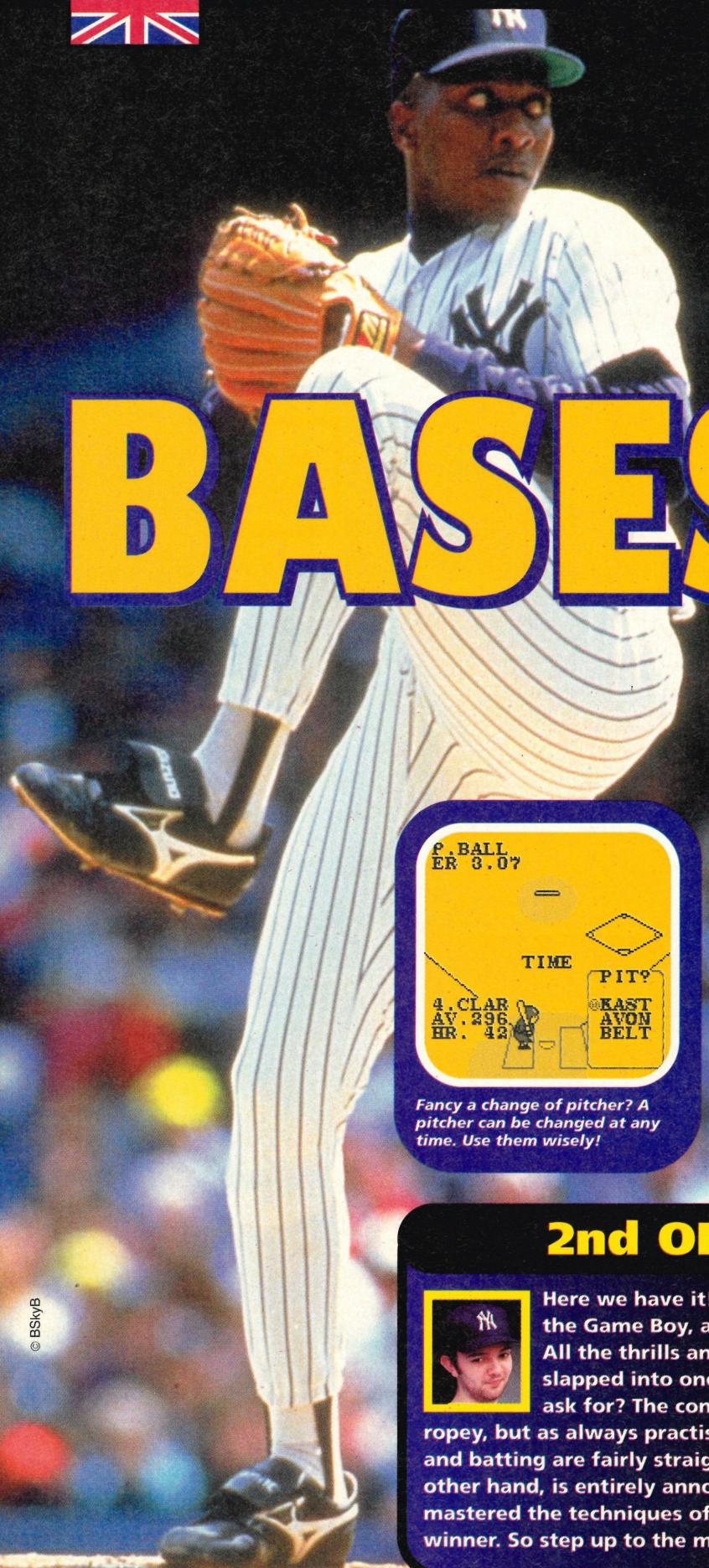
The only question on our lips is what the blooming heck happened to children's presenter Andi Peters while all this mucking about was going on? And just how much did Edd get paid for this?



# REVIEW

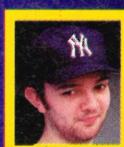


OFFICIAL RELEASE



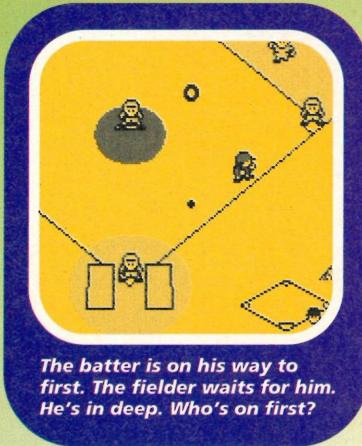
Fancy a change of pitcher? A pitcher can be changed at any time. Use them wisely!

## 2nd OPINION



Here we have it! The first baseball sim to hit the Game Boy, and it's a heckuva good one. All the thrills and spills of real life baseball slapped into one cart. What more could you ask for? The control methods are a little ropey, but as always practise makes perfect. Pitching and batting are fairly straightforward. Fielding, on the other hand, is entirely annoying but once you've mastered the techniques of the game you're on to a winner. So step up to the mound and play ball! **Jay**

**He points to the right of his base. The crowd goes wild. He takes his stance waiting for the pitch. The ball is launched and he strikes hard. He's caught. Yep, it's me playing baseball alright...**



# BASES LOADED

A famous all American national sport which has been converted onto many a console on countless occasions with varying degrees of success is now to make an appearance on the Game Boy.

Whether it will be a home run or a mere useless bunt with the punter remains to be seen.

It's taken quite a while really although it seems inevitable that it had to make an appearance at some time. Here's the game that might actually become one of the all time classic sport sims.

Sticking to the official rules of the game (although there is an unofficial match also with a choice of the number of innings you play), Bases Loaded allows the player to take part in all nine tension filled innings of pure fun.

For those who find it all a little on the confusing side, here are the

rules made as simple as possible! There are two teams competing to get as many men home as you can through the nine innings played. This is done in one of two ways.

The quickest and most effective way is to hit the ball over the boundary and run round the four bases. The other is to run around 'stealing' as many bases as possible.



No prizes for guessing who these cheerleaders are rooting for! The team does need a lift



The crowd go wild, well, at least a couple of them do. The East are coming back into it

## DATA

### SOFTWARE HOUSE

• JALECO

### SUPPLIER

• PLAYTIME

### PRICE

• £24.99

### RELEASE DATE

• OUT SEPTEMBER

## COMMENT



One of the most boring sports to spectate has become one of the more playable and addictive sport sims ever. With all the pitches being simple to execute and the fielders being just as controllable, it makes the game into the adrenaline filled fury it is. Graphics and sound aren't elaborate but they're detailed enough to see what's going on.

One of the best sport sims to date. **Andy**

## FACTS

The US sport of baseball is descended from the Olde English game of rounders. Sharon was good at it because she's left-handed, and no one was fielding where she hit the ball. When not in bat, Sharon was backstop, where she first got used to having things thrown at her!

be no problems with tiredness.

If you are expecting some funky beats or a few neat sounds you may be disappointed to learn that the music is a little annoying and the sound effects, as well as being basic, are kept to a minimum!

For all those people who like spitting often and have a large rounded belly (Dave Goodyear, are you reading this?) this could be the best game of the year! Go for it!



## SCORE

### GAMEPLAY

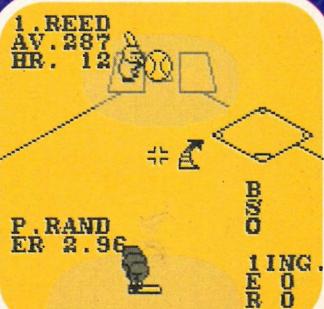


### LASTABILITY



### OVERALL

**87%**

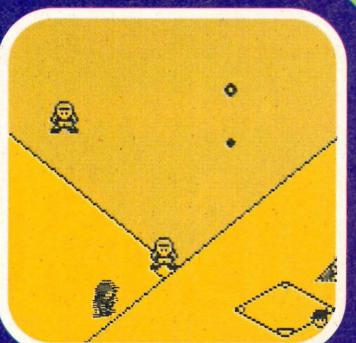


The pitcher takes his stance and aims at what appears to be a large inflatable beach ball

The homer has allowed all the players on bases to stroll back home without any worries



**HOMERUN**



East are in batting and with such a beaut shot as that they could be in for quite some time!

nature. That's not to say it's that simple to hit the ball with all the different pitches flying wildly in your direction.

Controlling your fielders does sometimes become infuriating as you have no control over which player is going to do the fielding, although it is usually the bloke nearest to the ball.

### Charlie Brown

The most annoying thing in the game is the most common problem with sports sims. Just as a player looks like he's reaching the ball, the control will change to another guy who's miles away, allowing the other team to steal more bases. They may even end up scoring that all important home run, the gits!

While fielding the ball, your players are all running in perfect synchronization, so you have to take your pick of who's going to collect the ball. This isn't too much trouble as you will soon get the hang of it!

While a pitcher is throwing he may become visibly exhausted. His throws slow down and, basically, you get hit around the park and may be embarrassed by a lesser team! Luckily, a pitcher can be changed at any time so there should



Homer, Homer, Homer! Dave makes a run for it. Steal those bases and slide home

If three men are out, either by being caught or run out by the ball reaching a base before they do, then it's the end of an innings.

If you fail to hit the ball after it has been pitched, you have two more chances. Miss on all three and it's time for the batsman to take his seat again as he's out of the game.

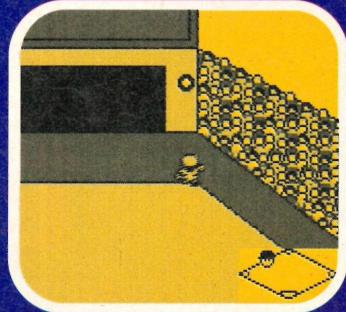
### Catch the fever

Basically, the innings can be as long or as short as your team makes it. Does this sound like a good old game of rounders to you?

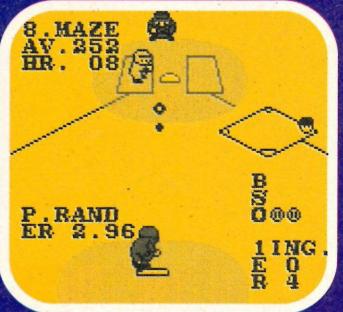
It should do too as it's really rounders for grown men! Most people are now pretty clued up as to what baseball is about anyway, so I've probably just wasted my precious time explaining it. Oh well!

For such a complex game, it's surprisingly simple to control while your team is fielding. Batting is more based on luck at first, but play it for a while and it becomes second

## Homer Simpson



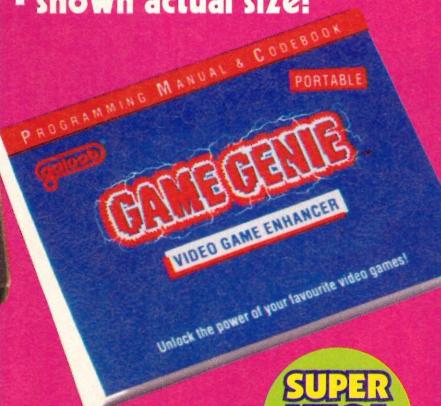
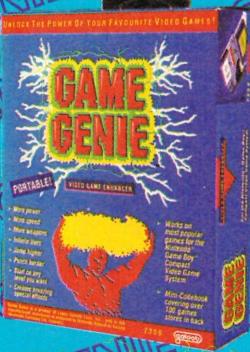
It's a huge strike! The ball is out of the park. This match looks like being a runaway victory



Unfortunately, due to lack of progress in this area, science can't show the speed of this pitch

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**FIND MYSTERY LEVELS!**

**AUTO FASTER FIRE!**

**AMAZING SPECIAL EFFECTS!**

## DATA

### SOFTWARE HOUSE

• ACCLAIM

SUPPLIER

• ACCLAIM

PRICE

• £24.99

RELEASE DATE

• OUT AUGUST

Love 'em or hate 'em, they're certainly one of America's most popular exports in recent years, the others being drive-by shootings, hip hop (yawn) and Bill and Ted. Not forgetting the master of the vast American movie scene, Macauley Culkin!

Unfortunately, with a whole range of wrestlers that have talent for show routines only, (ever heard the WWF Superstars singing? Nuff said!) it must be rather difficult to make a different type of punch up for them. And indeed they haven't!

It's the same old scene. Two rather large blokes fighting for their honour and audience entertainment value.

The main difference for the player is in the sprites themselves. Now you can actually see the wrestlers in their full glory, taller and more muscular than before!

If you fancy making your own

## COMMENT



Please, no more WWF morons! We've now been

subjected to two previous WWF offerings. A wrestling game certainly has its limitations and King Of The Ring is no exception. Although graphically it's an improvement on 1 and 2 and the sound is a minuscule friendlier to the ear, if you already have the two previous games why would you need this?

Andy



# REVIEW

### OFFICIAL RELEASE



More tight pants and permed hair than you could ever hope for. It's those light-weight wrestlers who shout rather a lot, in their third bout of scrapping...

# WWF 3 KING OF THE RING



It's grapple time! Grab hold of your partner and choke him hard! This is a familiar sight

ten foot shouting machine with more muscles than big Arnold Schwarzenegger and a punch that could destroy mountains, then you have the option to do so.

As for the moves, you have a punch, a kick and a couple of throws. A favourite manoeuvre is to run at the ropes around the ring, bounce off into your opponent and fall down onto the floor.

Unbeatable for a lack of thrills and spills, the wrestling wallies (I haven't used that word for years,

good word too) can only use a few moves. This would be fine if they had any effect on an opponent. As it stands you may as well be fighting underwater for all the damage one punch does.

#### Spandex slapper

It takes a while to suss the game out but once you know all the ins and outs of a player you are practically guaranteed a win. If it's a long term challenge you're after you may want to look elsewhere, this won't be lodged in your 'Boy for long.

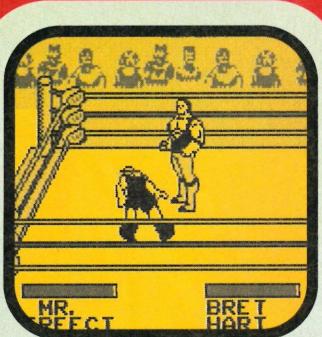
To make things a little more interesting, if you were at all bothered, each player can exit the ring for ten seconds at a time. A milli-second more and it's a disqualification and an early bath for the unfortunate fighter.

With three skill levels, a tournament option and a Tag Team game where you can take a breather while a team mate takes over the fight, there are quite a few games to choose from. For the ultimate challenge try the King Of The Ring option which will sort out the men from the boys.



Brett and Randy get it on in the ring. Randy decides to go for the high rise body slam

Up on the ropes you get a lovely view of the audience. And you can see right down Brett's top!



Skin tight shorts and knee length boots are a must for all you wrestling fans



Three in a ring? It looks like there's going to be a rumble down in WWF land!

Graphically, this is by no means a masterpiece but it is a small improvement on the first two efforts. It can't be recommended unless you feel like beating Brett Hart to a pulp. But who doesn't?



### SCORE

#### GAMEPLAY



#### LASTABILITY



#### PRESENTATION

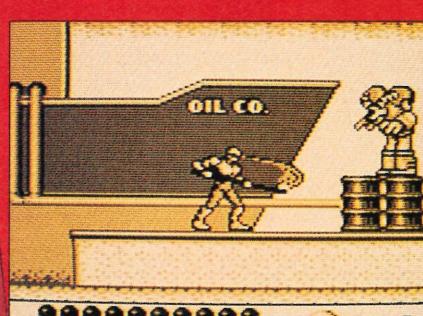


#### OVERALL

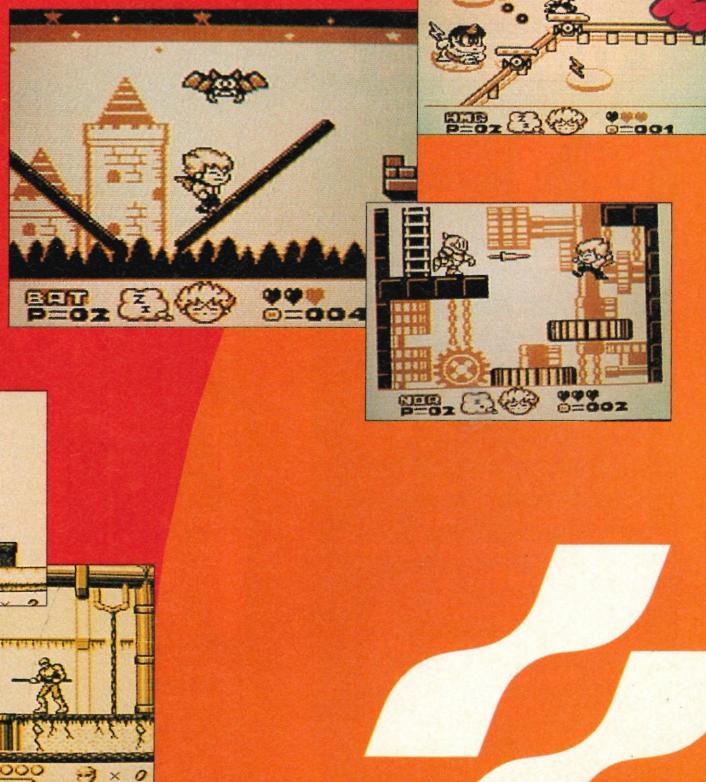
53%

# GAME BOY

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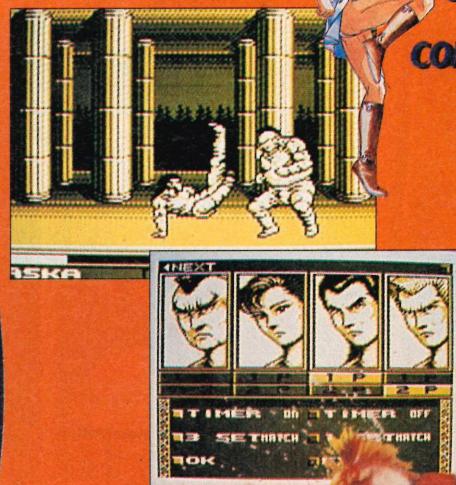


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## DATA

### SOFTWARE HOUSE

• CULTURE BRAIN

### SUPPLIER

• CONSOLE PLUS

### PRICE

• £21.99

### RELEASE DATE

• OUT NOW



# REVIEW

Karate movies are big business at the moment, what with Brandon Lee buying the farm, 3 Ninja Kids(!) and the Bruce Lee story just hitting the silver screen. Culture Brain release Ninja Boy 2 to cash in on this martial arts mayhem...

### AMERICAN IMPORT



# NINJA BOY 2

**D**o you want to know the story behind all this madness? Well I'm going to tell you anyway. Imagine two small boys who have been trained in the ancient art of the Ninja.

One day, don't ask me why, they leave their country, Chinoland, to venture out into space. They arrive at The Marco Polo Clusters which are situated far away from their home planet Earth.

The two boys, Jack and Ryu, are having a jolly old time in outer space with their friends, but suddenly a huge mother of a space



It's the Gadilands! Run away or fight to the death, the choice is yours!

head battles to the death with numerous freaky bad guys, and going for bizarre rides in a four-way scrolling arcade type of way.

To reach these sub games you do have to explore the land around you. One minute you can be trotting about minding your own business, and the next the screen is flashing like a strobe light, the music has gone up the wall and you're transported to the infamous battle arena.

Wall to wall scrapping is an everyday event in the battle arena. Beat up the bad guys and collect all the power ups lying around.

Shop keepers in the village stores can restore your energy to the full amount or even bring you back from the dead. I always knew that Alf Roberts had a dark and mysterious side to him. No wonder he's left the shop on Coronation St.

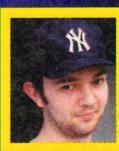


Jump on his head! Jump on his head! He won't be able to beat you up from there



Here is the vast landscape you have to trek around. Look in every nook and cranny!

## COMMENT



This game is a little sad and boring for my taste. To be honest

it's just not addictive enough. There's nothing in here to tempt you to play it and the graphics are not so smooth either. The game is meant to be a comical RPG adventure, and I suppose in a way it is. It's laughable at every point, but I don't think Culture Brain really wanted you wheezing at gameplay and state of the graphics! Jay

craft glides into sight! These guys are not the local police, they are the Warriors of the galaxy and intend on removing Jack and Ryu from space forever!

The Ninja boys quickly dive into a life capsule and leave the ship. After crash landing on a strange remote planet they decide to go and hunt for their missing friends. This is where the RPG adventure of a lifetime begins!

### Hai Karate

On your mission you can select the difficulty level, how many players you want and which of the two boys you would like to be. There is also a password option for you to play around with.

The game is basically an RPG type of affair. You guide the Ninja boy of your choice around a huge complex of snowy mountains, small villages, large buildings and thick jungle forests.

To get away from the old style RPG, Culture Brain have introduced various sub games into the gameplay. These involve head to

## SCORE

### GAMEPLAY



### LASTABILITY



### PRESERVATION



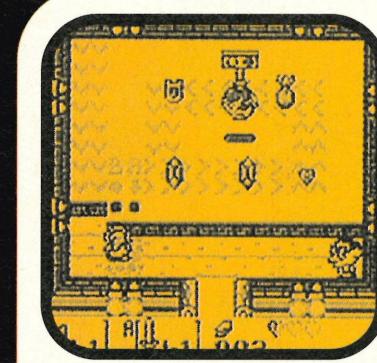
### OVERALL

55%

# PREVIEW X

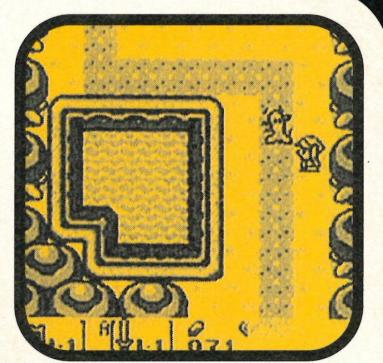
■ SOFTWARE HOUSE: NINTENDO ■ RELEASE DATE: TBA

## LEGEND OF ZELDA LINK'S AWAKENING



On your quest for freedom and justice, you must collect various items to help you on your way

Avoid the bad guys and the untold delights of the Master Sword will be yours!



These cucumbers on legs can be very dangerous. It's a short, sharp shock if you touch these guys!

**There are few games that justify the accolades 'legendary' or 'classic'. But multi-million seller, Legend of Zelda, deserves both. Finally Zelda is being produced for the Game Boy. Jason "Fluff" Spiller, tell us about it, mate...**

**A**gainst all the odds, swashbuckling yarns mixed with mystery and magic have proved to be a gigantic hit with all NES players. The truly unforgettable Legend of Zelda became the first video game to sell over one million copies.

Now Zelda has finally been designed for the Game Boy and, bullish as ever, Nintendo reckons a portable Zelda will prove irresistible to Game Boy fans worldwide.

Amazingly, the same system and engine which ran the console versions has been employed in the design of the hand held version.

Many brand new aspects have been integrated in the traditional adventure story.

Dubbed 'Link's Awakening', Zelda is the first ever four mega-bit Game Boy game (impressive or what?) which focuses on the journeys and quests of the young hero, Link.

It's a fighting, puzzle-solving, integrating and befriending type of game (mate) using both adventure style and arcade action.

All the characters from the original appear and the Game Boy version even introduces some surprise guests.

Essentially, Zelda is very typical of the role-playing, puzzle-solving genre which has so far evaded the Game Boy scene because of the complexity of adventure systems.

But the capacity of the four mega-bit memory devoted to

the game makes more complex game arrangements possible.

The result is a far-reaching game with a seemingly massive game-field, including a vast variety of avenues to explore and a number of different outcomes to experience.

In short, Zelda has all the features usually associated with adventuring on the 16-bit.

The fact that Zelda is first and foremost a cerebral puzzler role-playing adventure dispels the belief that console players just want vacuous arcade affairs, and the same, it is hoped, goes for Game Boy fans.

### Missing Link

The adventure is a typical RPG, steeped in the tradition of magic and lore and the quest for the usual ideals of riches and wisdom.

Assuming the control of Link, the adventure opens with our hero in a spot of bother, shipwrecked and abandoned on the mystical island of Koholint.

He is rescued by the lovely heroine Marin, but wakes up to find himself the prisoner of the island god, Wind Fish.

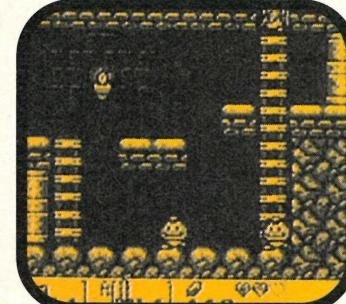
The first objective is to escape through eight massive maze-like dungeons in search of various objects needed to effect his escape.

Some are traditional RPG stuff such as swords and staffs, others more unusual such as magic flippers for swimming, a special boomerang and Pegasus shoes for flying.

As usual, there are key items which must be located in order to make progress. These include the musical instruments needed to wake the island creature and the Book of Mudora which you need to gain access to the desert palace, a major venue in the mission.

This massive cart employs traditional RPG features which

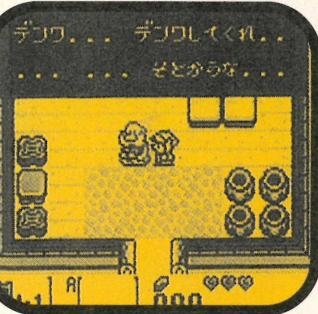
### Linkronicity



Platform pumpkin action! Whack these dudes with the Magic Boomerang to stun them



You will encounter shop keepers on your journey. Haggle a little to get the best bargains!



Enter the rooms and grab whatever you can. Weapons and power ups are often well hidden

Link scopes the graveyard for hidden passages and rooms. Who left a space hopper here?



make the game immediately accessible to adventure fans.

The Game Boy version has some new features such as Link's ability to swim and physically carry items which you can actually see.

The game design is very similar to the console versions, with a familiarly intricate map of the island on which the player can plot Link's progress and pinpoint his position in relation to specific venues.

### Link to the past

The game is actually played in two dimensions. The main part of the adventure is viewed from an overhead perspective, but there are some character shots and various close up screens for the more adventurous, puzzle-solving elements of the game.

The graphics and animation are quite superb and keep the game rolling, switching from physical arcade stuff to puzzle-solving with apparent ease.

In addition, there is an excellent narrative which keeps pace with the game, gives hints and takes the role of an invisible wise travelling companion.

In short, Zelda is a fine

If anything gets in your way just pick it up and throw it at somebody - it won't hurt!



example of what can be achieved on the Game Boy which has suffered in the past from a limited variety of rather predictable game styles.

As a full-blown, yet portable, RPG at your finger-tips the Zelda legend is destined to continue into the future on the world's most favourite hand held.

The reason Zelda took so long to get onto the Game Boy was that it seemed impossible to effect a respectable version

of this multi-million seller. The fact that the game has been produced is an indication of what is achievable today.

Graphically, it's a technical miracle and the complexity of the game is second to none. This cart is an RPG freak's dream, with hours upon hours of role playing fun.

You won't be completing this baby in a couple of days.



Each time you enter a room, it helps to have a brief chat with the bloke in the corner



This hot headed guy can really cause you damage so it's best just to get out of his way



This must be the infamous god "Wind Fish" that Jason told us about. Arf! Arf!



# REVIEW



OFFICIAL RELEASE

**By the heck, it's no breeze being human. TV, computer games, CD players. Nothing but hi-tech grief! Whatever happened to the good old fashioned leopard skin underpants, big clubs and pointy spears, eh? Unga bunga this way...**



Large wooden ladders and big rocks can only mean the humans are about



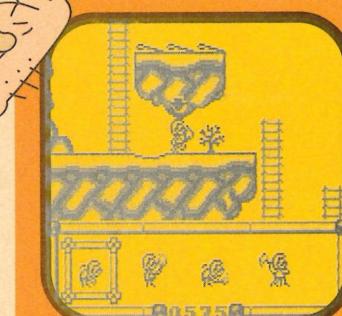
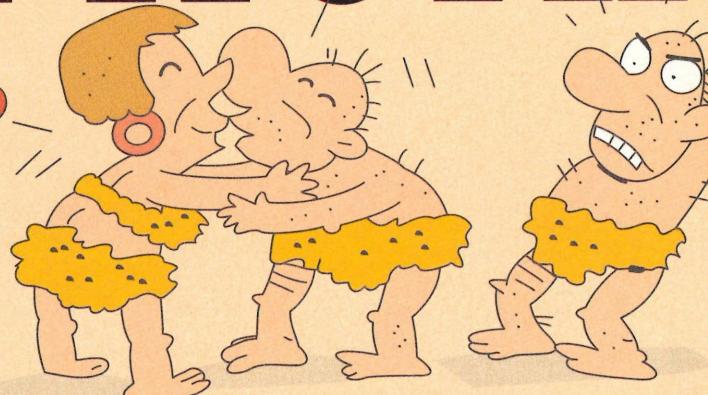
Living and surviving off the land is marginally easier than splitting the atom

# THE HUMANS

**R**ight, you're all aware of Lemmings by now, I hope. But it doesn't go on forever you know, you're dying for another slinky slide with a bunch of crumbly cave-dwelling characters in desperate need of a guiding light. Over to Ug and his side-kick Og to give you the goss.

Ug: Hmm, I don't really like to admit it but...erm... (whispering) we're all a bit thick in this tribe, y'see. We need help, and badly.

There, done it, that's the hard bit out of the way. You see, we keep coming across all these spears



Not very environmentally friendly are they, these humans? Cheeky beggars!

an' ropes an' torches an' stuff but when it comes to using them we may as well be ballet dancers in wellies than red raw cavemen. Sigh.

Og: Yep, quite right. What we really need is some crafty beggar of a gamesplayer to figure out a route for us over a series of different terrains so that we do actually get to our goal.

Ug: That can be anything from going in for a spot of fishing, finding a rope to use in later stages or even calling out the Witch Doctor for a special forecast brew.

Og: See. We're not dead boring, we just like to get our kicks rather

than making the campfire go out when crying over the lack of 'em.

Ug: Hear, hear! All you have to do - lovely cuddly people that you are, smarm, smarm - is guide us, one by one.

When we happen upon, say, a spear, for heaven's sake make us pick it up and then we can use it to pole vault across chasms or give wandering dinos a quick get-out-of-the-way-you-great-lumbering fool poke. Dead handy.

Og: Oh yeah, before I forget, there's also a rope that you can use to lower us up and down cliff faces...

Ug: You can chuck it too...

Og: Eh you, stop interrupting, I was just about to introduce the wheel, the greatest invention on earth since (ahem) the Game Boy.

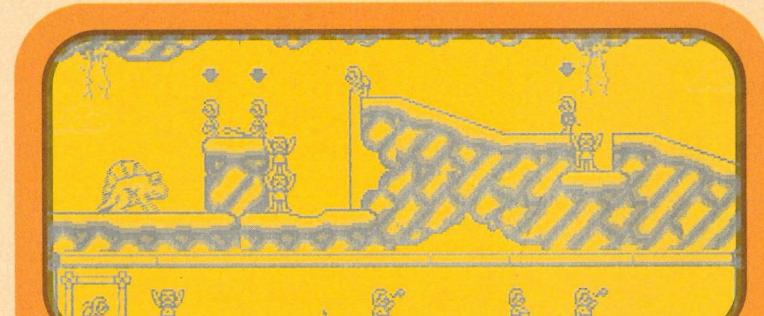
I love nothing better than hopping on it to freewheel down a mountainside. Just feel that lovely breeze on my cheeks. Ah, heaven.

## Human League

Ug: Steady on mate. You can't get too airy fairy in this game. Remember, more often than not, those cliffs are way too high to clamber up and so you need to be a good solid rock of a bloke to act as a stacker so that I can climb up on your shoulders. D'you think you can manage that then?

Og: No sweat. Well 'ard I am, and quick of foot with it, sort of.

Ug: Oh you're starting to harp on about those time-limits aren't you. Yeah, they can be right bummers at times. Dawdle with the controls for too long, take a wrong turn in the maze-like territories, and you're out of here pal and on the way to heaven.



Keeping busy helps the homo sapiens to reach their destiny unharmed

## DATA

### SOFTWARE HOUSE

• GAMETEK

### SUPPLIER

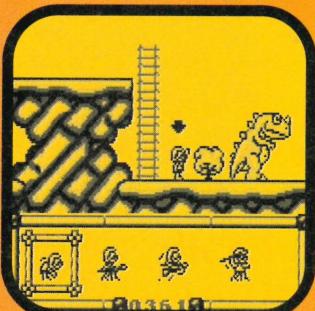
• GAMETEK

### PRICE

• £24.99

### RELEASE DATE

• OUT SEPTEMBER



Help, we've wandered onto the Jurassic Park set! Let's get out of here a bit sharpish

Og: Too right. We all need to stick together, help each other out, stay cool. There's 28 levels to wade through. (Passwords do help though).

Pick the difficulty mode and phew, my brain's already throbbing with the thought of all that fiddling about. Where did I put that witch doctor's private phone number..?



## SCORE

### GAMEPLAY



### LASTABILITY



### PRESENTATION



### OVERALL

**87%**

# win!

## 10 Humans GB games

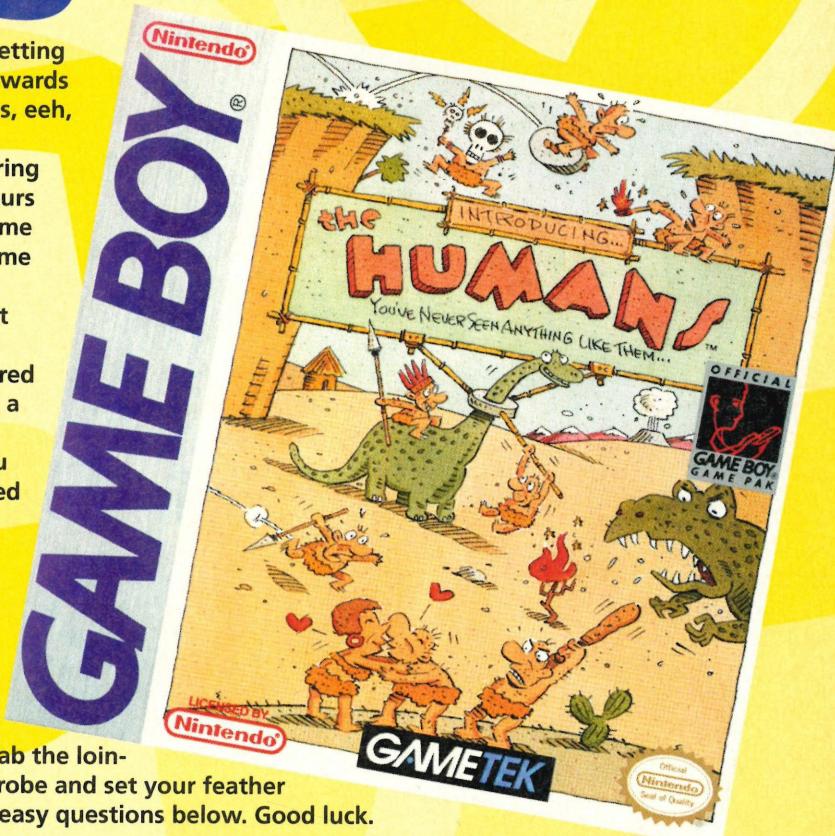
Humans, eh. Bumbling about, getting jammed in holes and striding towards red hot lava pools and precipices, eeh, they're a funny lot.

And now these unga-bungaring great-great-great-grandads of ours have been immortalised in a Game Boy game that's sure to start some fires burning and stone wheels creaking into motion within that diddling brain.

As you'll already have gathered from the updated review, this is a game requiring a heck of a lot more than just dumb luck as you plough through quintuple-jointed puzzles, strategies and hazards just too horrible to mention.

Now that *The Humans* is officially on sale in the shops, Gametek are clubbing together with GB Action to offer 10 fabbo copies of the game to 10 jammy readers.

What are you waiting for? Nab the loin-cloth from the back of the wardrobe and set your feather and papyrus to answering the peasy questions below. Good luck.



Entries in by 15th September 1993. Send to:

***Humans Compo, GB Action,  
Europa House, Adlington Park,  
Macclesfield SK10 4NP.***

- 1) Name the lead singer of the Human League.  
a) Phil Oakey      b) Phil Collins  
b) Phil Mebucketup      d) Phil Cool
- 2) You and I are humans. But Yoshi isn't. What is he?  
a) A lightbox widget      b) An elephant  
c) A pair of pants      d) A dinosaur
- 3) Which one of these hits was by The Human League?  
a) Eye of the Tiger      b) The Birdie Song  
b) Don't You Want Me      d) Take On Me

Photocopies are accepted, but multiple entries are not!

I do not wish to receive promotional material from other companies

**My answers are:**

- 1) .....
- 2) .....
- 3) .....

**Name .....**

**Address .....**

.....

.....

.....

**Post Code .....**

# WATCH OUT IT TASTES CURLY!

**STA BRINGS YOU CLEAR,  
CONCISE ST REVIEWS!**

In this issue: Ancient Art of War in the Skies, Beast Lord, Patrician, D-Day, Nicky 2 and One Step Beyond featuring the rather special Colin Curly.

**PLUS: FIRST-RATE COVER  
DISK GUARANTEED:  
NO BORING UTILITIES...  
JUST GAMES!**

Also Issue 7 of Freestyle! ST Action's very own Mag-on-a-disk – packed full of interesting facts, features and more than a little fun for the family to enjoy.

**FREE!  
EXCLUSIVE  
POSTER!**



## ST ACTION ON SALE NOW!

# GAME BUSTERS

**It's that time again kids! Whip out your hand held play thing and tremble with delight as you check out this month's crazy collection of tips, cheats and pokes. Oh, don't forget to send in your tips to:**

***Game Busters,  
GB Action, Europa  
House, Adlington Park,  
Macclesfield SK10 4NP.***

## Universal Soldier

Movie mad and posters aplenty, Suchet Budon has yet again sent us another groovy level code/poster combination. Big boy Suchet claims he completed this game in less than one week! But do we believe him? Of course we ruddy well don't! (Unless of course he sends us that big poster from the "Boxing Helena" film) Well here we go!

Level 2: GPTJL Level 3: QWYRW Level 4: SMDBC  
Level 5: FHFMB Level 6: NKVPZ Level 7: DFMWZ  
Level 8: BCMVG Level 9: STBBH Level 10: TBGNT

## WWF Superstars 2

Adam Brumhead has a slight tip he would like to share with you. Let your opponent follow you out of the ring, then go back into the ring, and then get back out of it again so you don't get counted out. Simply wrestle your opponent until his timer shows 10, then re-enter the ring. And hey presto! Bob's your mother's live in lover!

## Tiny Toons

You have good old Stuart Proctor from lovely Grantham to thank for this totally amazing, energy-tastic, rabbit related piece of information. And here it is! When you are racing, always race Sweetie. If you beat him you get an extra life! So you can keep on beating little Sweetie to claim as many extra lives as you like!

## Gargoyle's Quest

Check out these awesome level codes man! Explore another world at your leisure! Groovy boy chick!

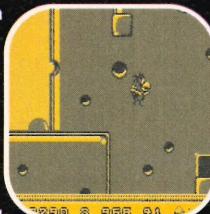
World 1: F98X IK6A      World 2: GQOC YHT8  
World 3: 4TRH YEKE      World 4: BTGL RUDH  
World 5: TEHW AZGL      World 6: CINZ 4DRW  
World 7: O4UZ LWG7      World 8: EEWY LNAT

## Parodious

If maximum power ups are the highlight of your life, simply drool over this groovy little cheat for this totally top shooey! Just pause the game and press UP, UP, DOWN, DOWN, LEFT, LEFT, RIGHT, RIGHT, B, A, B and A, and all the power ups are there for the taking. Hurrah!

## Alfred Chicken

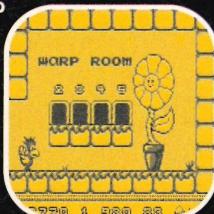
If you wish to find one of the hidden warp zones, then read on. Alfred must first visit Mr Peckles to get some jam. Go up to the first door, and, once through it, trek along to the far right. Then jump up to the right through a secret passage leading to another door (see right). When you have your jam, go through the first door near the top right of the first level.



Once there, turn left and jump on the spring. You will rocket up towards the ceiling and hit a hidden block with a door above it. Strut along to the top right of this area, and stand on the edge of the last platform (the one with the mouse and balloon) and spit out a seed (left).

Another block will be revealed! Fly onto this and jump up and left, disappearing off the screen. By flying left across the top, you will arrive at the suspended doorway. Then you must climb a vertical level, covered in spring boards and with a crazy chainsaw hot on your heels! Build up some speed by taking two spring boards at a time, but be sure to collect the 1-up on the way.

When you've reached the top you bump into Mr Peckles again (right), but this time there are four doors which allow you to access any level between two and five!



AWESOME CHEATS

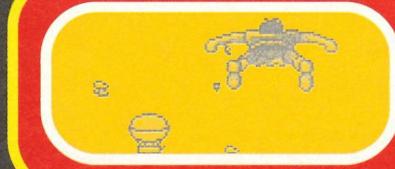
# GAME BUSTERS

## PLAYER'S GUIDE

**Andy finally reaches the end of Hook, breathes a big sigh of relief and stamps the cartridge into the ground in sheer elation. Here are the final ten levels...**

# Hook

## 1/4/7. Flying



All flying sections are much the same. If you can't do them by now you won't even have made it this far. The only changes

are in the placings of the balloons and storm clouds. It may become more frantic but it's still dead simple to complete

## 2. Hook's Jungle

Dead easy. The further into this game, the more intense and challenging the levels become. With plenty of practice allowed to you in the earlier levels, there's no excuse for failure now. Just advance with caution. Remember to collect all icons as they may come in useful later on



Firstly go to the right and up the first ladder. Use the ladders to reach the top of the trees and then go to the right again avoiding the snakes



Run and jump to the right here, just don't chicken out at any stage. Eventually you'll land on the fairy dust and end up on the next platform safely!



The only thing of any importance to remember after this is to avoid the guru just before the exit...



Exploration and a little skill will be needed here. Watch out for all the enemies, they don't take too long to drain Pan's energy. Time and patience will stand you in good stead

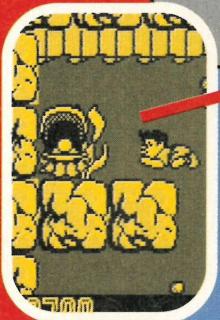
## 3. Skull Cavern

There are three of these blokes throughout this level. Passing them has to be done in this order. There are two who guard the left and right doorways in the same room. Go for the left one first and collect the cakes from that area, before coming back up to go past the right guard. Tackle the last guard after all cakes are collected and make your way to the exit

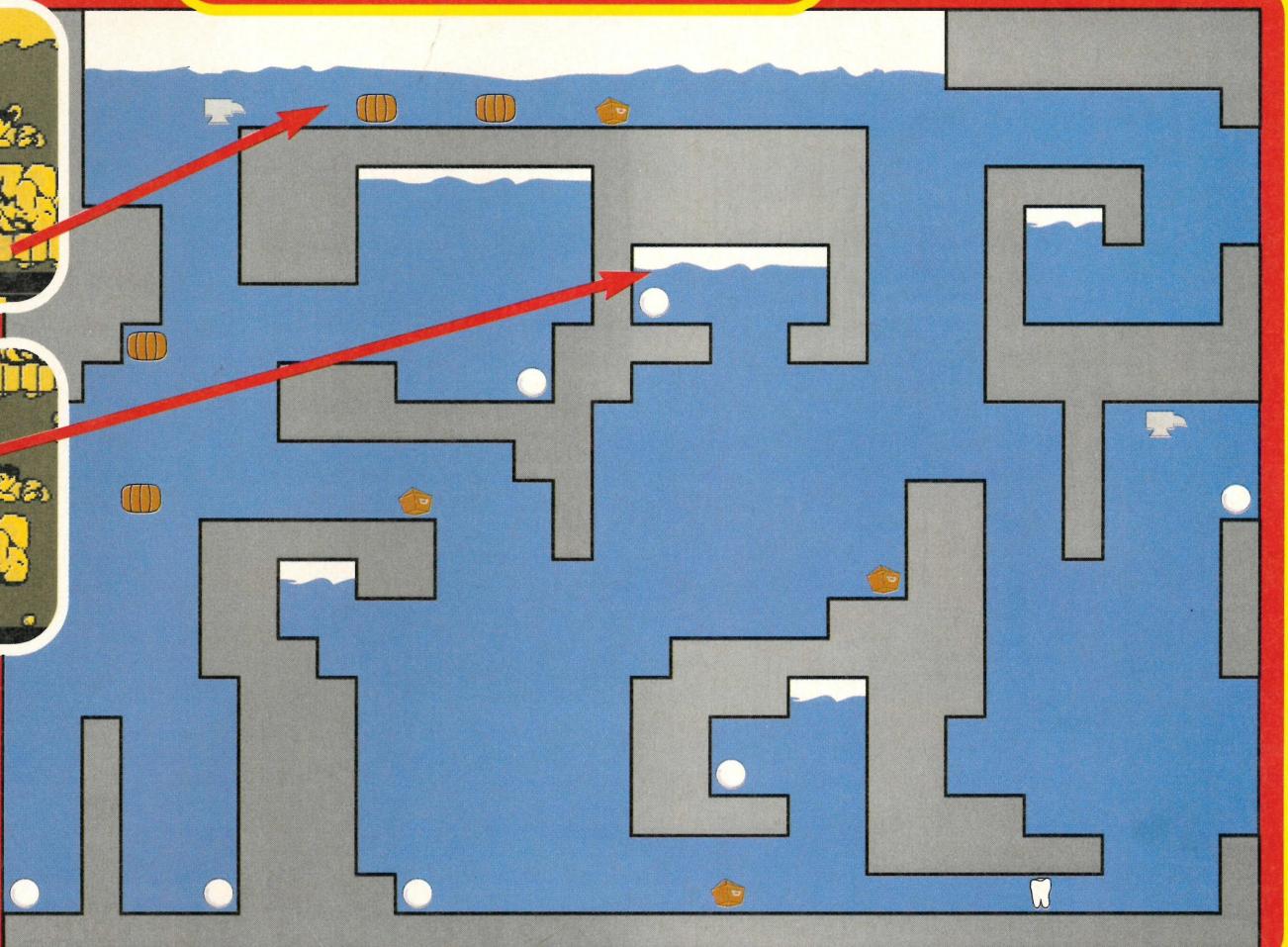


Go to the left from here to find the exit!

## 5. Hook's Cove



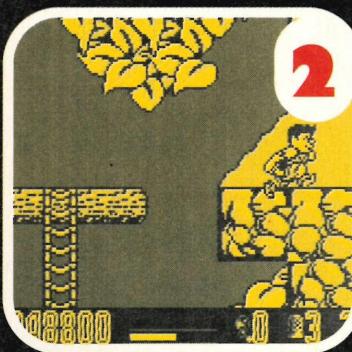
To complete your inventory, collect the tooth. This allows you to go on to complete the game



## 6. Inland Lagoon



Only four cherries to collect. Jump to the right onto two platforms, then onto the small sinking platform. Keep going to the right until you reach a ladder.



Climb up the next two ladders to reach here

### Key

● Pearl	>Anvil
■ Barrel	Chest
◆ Tooth	



Jump up to the left. Up the first ladder, keep going left until you reach this point. The next cherry is across the water



Up this ladder and right to locate another cherry



Jump to the right and you'll land here to find Tinkerbell and the final cherry. The exit is situated in the top right of the level

# GAME BUSTERS

## PLAYER'S GUIDE

Nearly there now,  
the tension is  
becoming quite  
unbearable...

# HOOK

## 10. Fight Hook

PAN  
HOOK IS WAITING  
ON DECK FOR THE  
FINAL BATTLE

IT IS UP  
TO YOU NOW  
GOOD LUCK



1



2

BELL DONE  
YOU HAVE SAVED  
YOUR CHILDREN  
FROM THE EVIL  
CAPTAIN HOOK

AND NEVER NEVER  
LAND IS SAFE  
ONCE MORE



4 REMEMBER

TO LIVE YOUR  
LIFE WILL BE  
AN AWFULLY  
BIG ADVENTURE

SIGNED  
PETER PAN



It's the ultimate battle and frankly it's a bit on the disappointing side. Remember having to fight Rufio eons ago? Well, it's exactly the same with only one slight difference. From the portholes below a bloke will reach up and attach a ball and

chain to Pan's ankle to slow him down. The way to avoid this is to stand between the port-holes and he won't be able to reach you. And that's it! Pan has defeated Hook in the final battle. Everybody can breathe a huge sigh of relief...



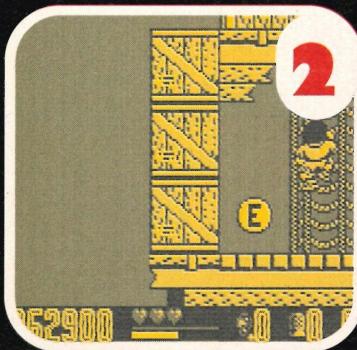
## 8/9. Pirate Town

THAT'S GREAT  
YOU HAVE REACHED  
PIRATE TOWN

COLLECT PIECES  
OF EIGHT TO  
CONTINUE

JUMP ON THE  
GUNPOWDER KEGS  
WITH A TORCH FOR  
AN UPLIFTING  
EXPERIENCE

Do exactly as Tinkerbell says here and you will reach new heights. The barrel can be pushed to the left or right and can be used as many times as you wish



5E2900

2

E

The exit can only be accessed by blasting yourself onto the riggings on the right. Watch for the pirates, climb down the rigging and into the exit. Hook Town, which is the level (No.9) after this, is very similar, only strangely it's easier

# F-15 Strike Eagle Now it's in your hands



F-15 Strike Eagle, taking off on the Game Boy

**MICRO PROSE®**  
Seriously Fun Software

# GAME

# BUSTERS

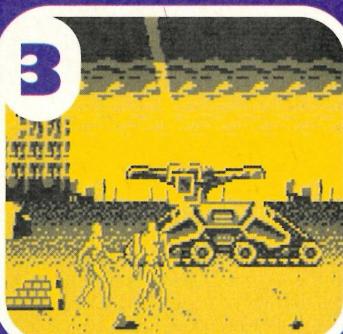
## PLAYER'S GUIDE

### Level 1



Reaching the end of the level isn't all that hard but what awaits is another matter. This guardian has been more than a match for many of us, but extend your fair hand as we lead you through this fearsome encounter

Then concentrate more of your missiles at the defenceless top piece. This will make the final destruction much, much easier

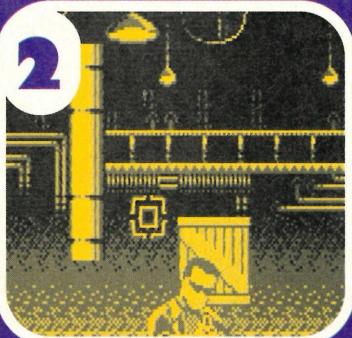


With the bottom part of the hunter killer now exposed you may continue the assault. When firing upon this mechanical menace, aim for the centre piece where the missiles are being launched from. Not only will you destroy all of the missiles that are being hurled at you, you'll also inflict greater amounts of damage

### Level 2



Appearing from nowhere, T-800s leap up close and attempt to put a premature end to your mission. Stop them by shooting them directly in the head

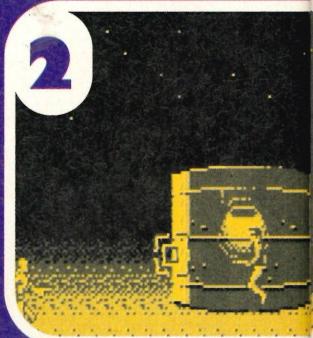


The screen becomes quite cluttered with sprites as you advance further into the level. Among this mass of pixels hide several human characters that must not be shot, so aim your guns well!

### Level 3



Using your rocket launcher you should be aiming for any satellites that you should happen to spy. This will help bring down their means of communication



Tut! Tut! It seems that too many people are stuck on Terminator 2: The Arcade Game. So with a hop, skip and a jump Dave leaps straight to the nearest Game Boy to compile a complete guide...

## The Arc

## Level 4

Small droids emerge from these hatches causing much confusion and damage. The only way to stop them is to shoot the doors of their origin


**1**

**2**

The ground rumbles as you turn to see another hunter killer draw near. No one said that this mission was going to be a walkover


**3**

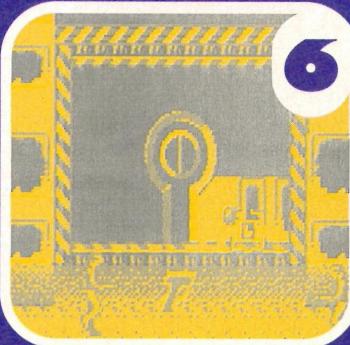
To pass this oversized robot use the tactics that were formerly used in level 1


**4**

There it is, Skynet in all of its glory. To open up its defence shields you must first blow up all of the defences


**5**

The fight isn't quite over yet! For as soon as the doors slide apart the inner defence systems attack leaving you no option but to return the gesture

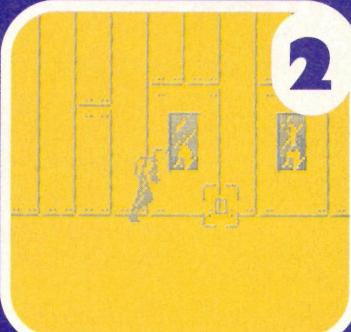

**6**

As soon as you've destroyed the last defence silo Skynet will blow up. But just before this, Skynet has sent a T-1000 back into the past to attempt the assassination on the very young John Connor

# 2 ade Game

## Level 5

To make sure that Skynet never exists you head to its creator's laboratory at Cyberdyne Systems. Once there you must literally go berserk and destroy everything and immobilise any hostile police officers with your stun gun


**1**

**2**

At the end of the level you can sit back and relax as John Connor breaks open the security cases

## Level 6

Standing next to the bubbling furnace is John Connor. You must protect him from the T-1000 and to do this you'll need to blast the T-1000 into the vat of molten steel below. Tip:

Force the T-1000 back with your normal gun and then blast away with your shotgun. Keep an eye out for the rocket launcher that descends down the screen. Use this to push the robot to its fiery death


**1**

**2**

Buy yourself some time by putting the T-1000 on ice. Do this by letting it run in front of the liquid nitrogen carrier and then opening fire upon the truck just before the T-1000 runs past the

spot of where you were firing. Repeat this process until the message 'Hasta la vista, baby' graces your screen. You are now free to explore the plant and collect extra shotgun cartridges


**3**

# GAME BUSTERS

## AWESOME CHEATS



### Barbie

Big butch Tom Anderson from Hyde has come up with all these codes for all the following games! What a sparkling and highly amazing social life he must have! We at GB Action are wondering what a growing boy is doing in possession of a Barbie game. Say no more!

0105 91DD: Infinite energy  
 010X 94DD: Change X for the number of lives you require!



### Hit the Ice

0159 68C6: Stops the timer

### Megaman 2

0702 E8CF: Infinite lives

### Operation C

0102 88C8: Infinite lives

### Q\*Bert

0205 33C5: Infinite lives

### Super Mario Land

0A02 99FF: Protects Mario from enemies

0102 15DA: Infinite lives

### Tetris

0101 A9FF: Stops levels increasing

### Tiny Toons

0102 F0C9: Infinite lives

### Xenon 2

0705 D4C0: Infinite lives

### Motocross Maniacs

Head hacker Peter Broadhurst from Milton Keynes has sent us this dreamy code. He seems to think most people are sad games players. What do you think? Send your letters marked "Sad Gamesplayers" to the usual address!  
 Infinite nitros: 010492C7

If you're having problems with the evil guardian of the death key of Gorozonia, then we haven't a clue what you're talking about. But here's some heart stopping codes to keep you calm...

**Work out a dreamy code and win any game you want**

## GAME GENIE

This month's winner of a super slick game of his choice is David A Kent from Washington. His game is supplied courtesy of Hornby Hobbies.

### Battletoads

Here are a couple of codes lovingly sent to us by the winner, David Kent

123 35D BAB Gives you invisible enemies  
 BCD DDB 98A Slow music  
 8AC DBB 223 No music, just sound effects  
 FAB BAD ACE You can't pick up Psycho Pig Axes!  
 FEE DBE EFA Just move onto the next screen without killing any enemies!  
 FFF EEE EFA No enemies for you kid! Except some of the end-of-level big boys!  
 All these codes can be turned on and off!

### Super Mario Land

David sussed these out as well!

089 82A 234 Every box marked with a ? gives you 999 coins if you hit it for long enough. But be very careful, some of the blocks freeze the game. Therefore you have to reset the game losing all the coins you gathered on that block!  
 ADD DAD BAD You cannot be killed by anything that moves, and you cannot kill anything unless you have some fire power. Make sure you have plenty of fire power to defeat the bosses!  
 EF7 6EF 67D All your lives, coins, enemies killed and the time do not show up at the bottom of the screen as usual.  
 FAF FAF FAF You will always have an invisible bubble around you so you can always fly

### Mario Golf

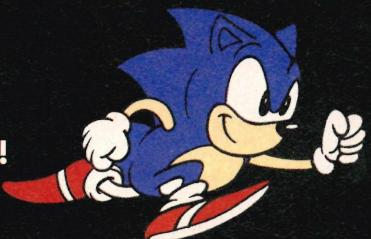
Bryan Craig from Haddington sent us his first code attempt. Laugh if you must.

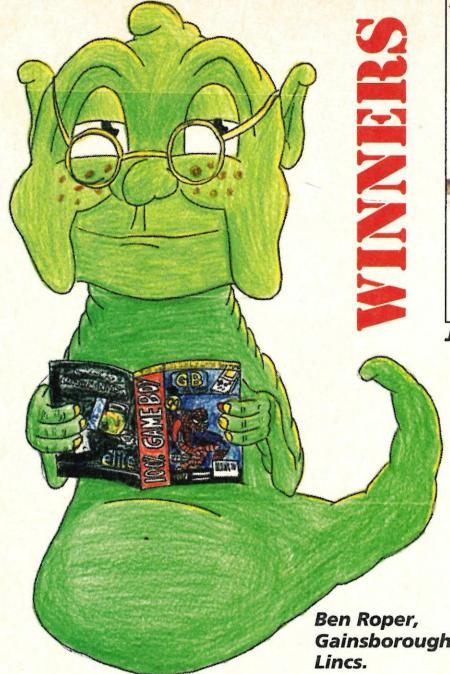
016 BDF EFF The yardage to the hole always reads zero  
 017 EDF EFF The cursor never points in the correct direction  
 019 AAB DBA You will hit the ball straight every time!  
 089 AAB DBA You can have a backspin with every shot from a 3 iron to a sand wedge. And you'll hit the ball straight as well!



**FOR THOSE WITH A THIRST FOR  
GAMES**

RUN DOWN TO YOUR NEWSAGENTS NOW WHILE STOCKS LAST !



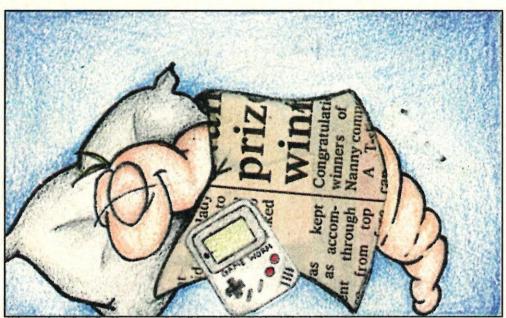


**WINNERS**



John Graves, Birkenhead

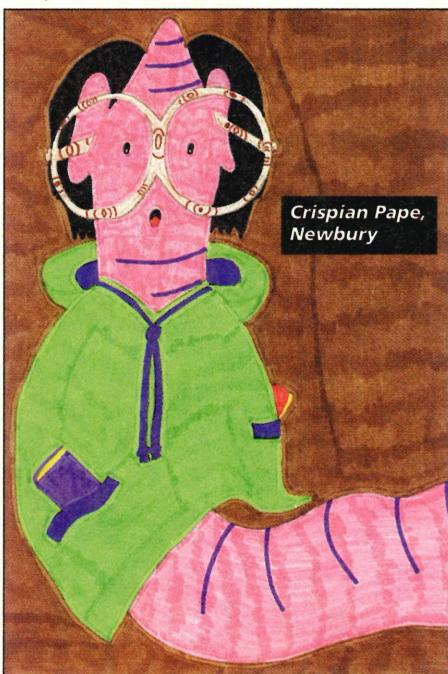
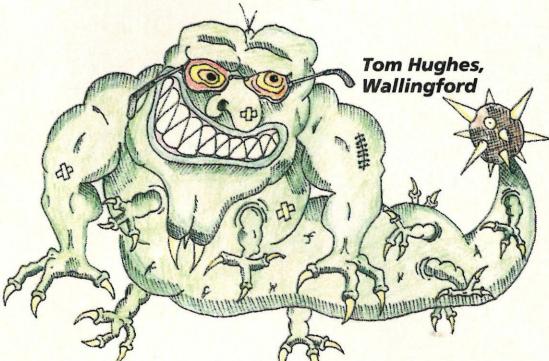
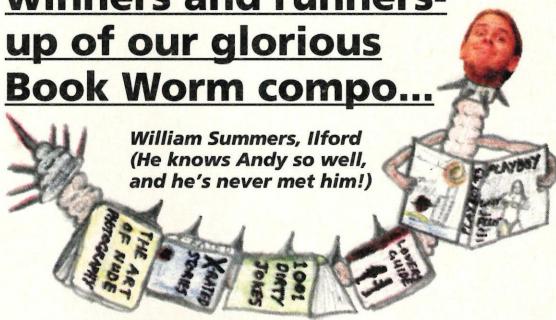
Ben Roper,  
Gainsborough,  
Lincs.



See Sun Yung, Brierley Hill, West Midlands

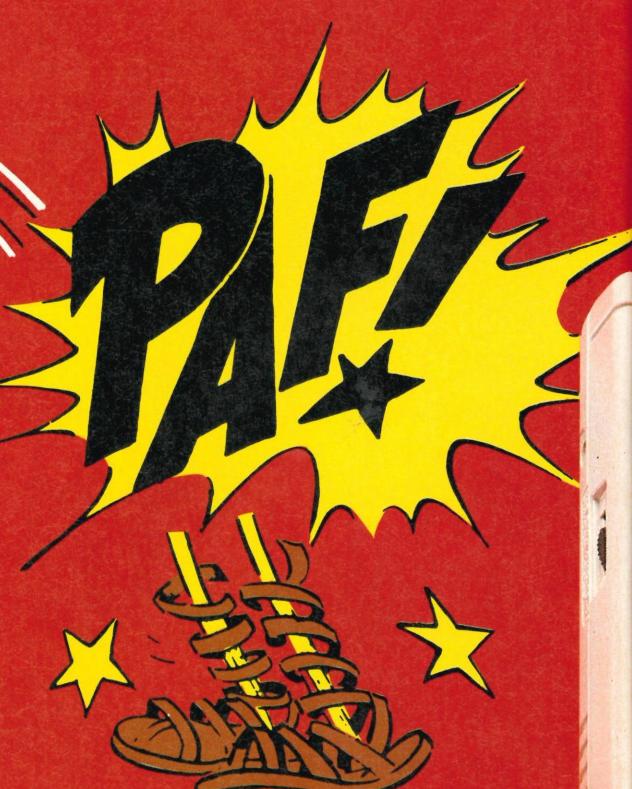
# WYR

**Here then are the  
winners and runners-  
up of our glorious  
Book Worm compo...**



**Nintendo**  
**GAME BOY**

# Astérix ...is



**Nintendo**



**INFOGRAPHES**

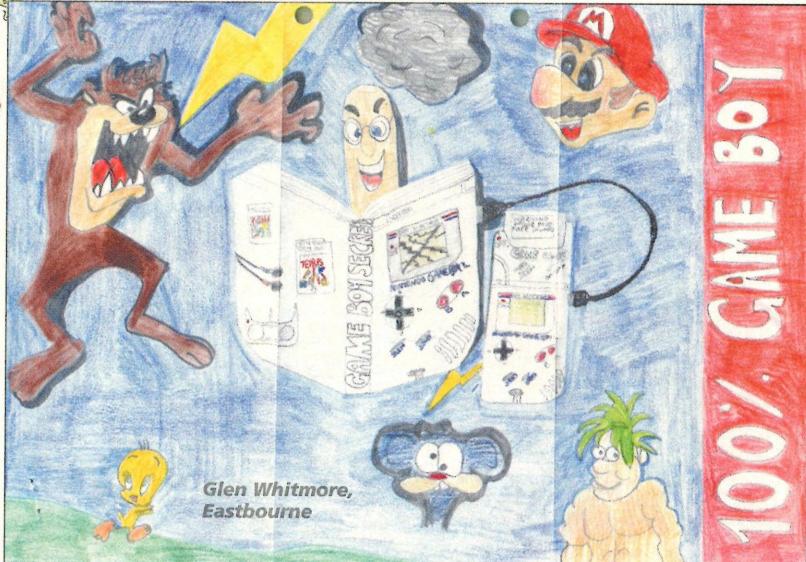
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# MS



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... a tickly, yet tough  
challenge  
deemed to last!"

*GB Action*

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## Sharon's away but her pet glove puppet is here to help...

**Write to: Off the Wall, GB Action, Europa House, Adlington Park, Macclesfield SK10 4NP or fax: 0625 876669.**

## Cheese 'n' onion

Dear Shazza,  
We have a few questions...  
1. How do you link the Game Boy to a television screen?  
2. Aren't cheese and onion pasties nice?  
3. Could you list a couple of good two player link-up games?  
4. F-15, has it been released yet?  
**Charles 'creme egg' Salt, Alan 'my friend found it' Townshend, Richard 'It wasn't me honest' Moorhouse, Ian 'Amigas are the best thing ever' Grant, from Sheffield.**

You crazy crazy kids! Here's your answers...  
1. Unfortunately, you won't be able to get hold of anything that does this because they are made just for groovy media people like ourselves. Ha Ha!  
2. No not really. Check out Holland cheese and onion pies instead.  
3. Tetris, of course, Top Rank Tennis, Raging Fighter and also Yoshi's Cookie.  
4. Very nearly! Have you not seen

# OFF THE WALL

## GB ACTION'S Q & A SERVICE

*the ads in the past couple of issues you blind fool!*

*Oh by the way, tell your friends to sort their middle names out. They are very poor indeed.*

### **Split pants**

Dear Sharon,  
I am new to the Nintendo scene after upgrading from a C64 to a Game Boy. On the C64 there was a game called Split Personalities. Is this available on the GB or is it Splitz?

Also did these games make it or are making it to the humble GB?

Hudson Hawk

Rainbow Islands

Any fruit machine sim

Monopoly

Exile

Monty Python's Flying Circus

**Kenny Ellaway, Angus, Scotland.**

Yes, the C64 game Split Personalities is near enough the same as Splitz, the famous faces puzzle game.



Hudson Hawk and Monopoly have indeed graced the Game Boy. The rest of them however, haven't made it although Rainbow Islands' sequel, Parasol Stars, is available through most normal outlets.

### **Come down!**

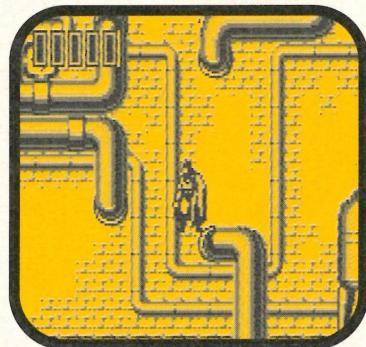
Dear Off the Wall,  
Just a few queries to satisfy my curiosity. In some of the buyer's guides from old editions it had the percentage rating for games such as Batman and Paperboy respectably high. Why then in later buyers'

guides have their ratings had gone down. Is it because these old fogies are becoming outdated or because the latest games are just getting better and better?

Also, has Blade Warrior previewed in issue 10 been released yet as the report said it was due to come out shortly after Easter?

**Michael McKaig, Isle of Man.**

The reason why various percentages in the buyer's guide have gone down is because we realised that as new games come out, standards are becoming better



and better. We can't compare them to old games which have high marks, because the latest games are getting more and more advanced.

Example: If we gave Batman

92% and then six months later another game was released which was miles superior to Batman, we can't really give it 100% just because it's better than Batman.

Therefore as technology gets more advanced, we have to score the games accordingly.

As for Blade Warrior, it seems to have been scrapped due to financial difficulties. Sorry.

### **Button pusher**

Dear GB Action,  
I have devised a game for a computer and would like to know what my chances are of getting it made properly. I don't know how to go about it or who to contact. Any advice would be very helpful.

**Simon Pilkington, North Devon.**

Well Simon, what you need to do is contact numerous software houses explaining what you've been up to. If they are slightly interested, they will surely contact you.

But remember, this is a cut throat business so be sure to never give anything away for free.

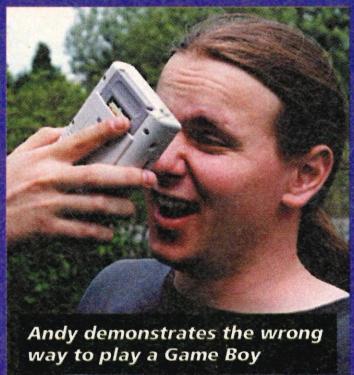
Maybe try to get in touch with a game developer through the software house. If you're dead set on being a game programmer they might invite you down to see

## Cracking up

Dear GB Action,  
I have done something so, so stupid. I head butted my screen and the inside screen cracked. So now I can't play on my Game Boy! What should I do?

**Oliver Robinson, Norfolk.**

Well what a silly sausage you are! My advice to you is that you can either take advantage of the new reduced price for the 'Boy and buy a new one, or check out the computer stores in your area and see if they can get hold of a replacement screen for you. Failing that, I would contact the



**Andy demonstrates the wrong way to play a Game Boy**

Nintendo helpline, and see if they can sort you out.  
Nintendo Helpline: 0329 243300

# WALL

what's what! But then again they could just tell you to go away.

## Another list!

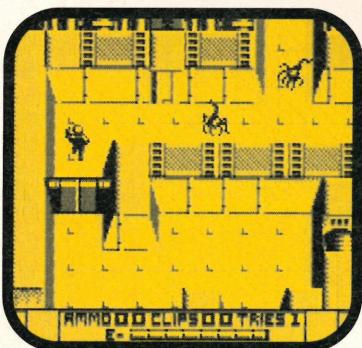
Dear GB Action,

1. I'm stuck on the first end-of-level boss on Terminator 2 the arcade game. Can you help me?
2. How many percent did Harmony, Solar Striker and Super Kick Off get?
3. I agree with what Steven Carroll said about Dr Franken (but then again, I think George Foreman's Boxing is awful)
4. Which do you think is better, Alien 3 or Revenge of the 'Gator?
- P.S. Keep up the good work.  
**Alex Jones, Kent.**

1. Are you blind? Flick back a couple of pages and there is a Dave Goodyear Ltd COMPLETE GUIDE to T2. Dave says "It's cool, like me. Hur hur hur...doh!"

2. I'm sorry Alex but we never actually reviewed any of those games. Harmony and Solar Striker are rather obscure import titles and Super Kick Off just never made it into our sweaty little hands.

3. We think George Foreman's Boxing is really stinky poor too.



4. Alien 3 is a super top platform shooty and well worth a purchase. Revenge of the 'Gator is a totally dreamy pinball extravaganza and well worth buying too.

To be honest, these games are completely different, so we can't really compare them. But they are good and both of them will give you loads of enjoyment.

## Chip butties

Dear GB Action,  
Do you think there will ever be a special game chip for Game Boy carts like the Super FX chip

## Sad corner

Just the other day we received a brilliant letter off young Ben Edwards and Andrew Brown from Worthing. The letter explained in great detail their idea for a Guns 'n' Roses Tour game.

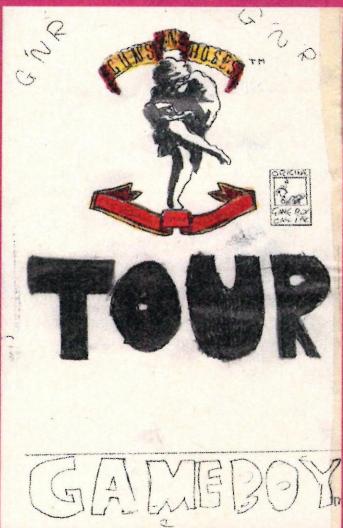
The game plan involved Axl, Slash and the boys getting out of bed late and having to fight their way through the streets of the world to reach their final gig in Worthing!

Along the way they must do battle with The Hunchback of Notre Dame in Paris, The Minotaur in Greece, A Boxing Kangaroo in Australia and Big Punk Rocker in America!

The two boys also sent us a detailed travel guide map of this amazing journey across the globe. According to the boys, if Axl and Co hang around for too long a load of screaming fans will come and rip them apart!

There are plenty of extra power ups and icons to collect along the way and also Axl can do a special coma move if you can sort the controls out.

Ben and Andy would like



Nintendo to make the game. Well boys! Surprise Surprise! We forwarded the letter to Nintendo and they were very impressed. They told us to expect the game on the market within the next six months! We assume a cheque is in the post for you both... NOT! Pss, if you have any ideas for new games, why not let us know...

for the Super Nintendo? Have you heard anything on Mario Land 3?

**Tom Hughes, residence unknown.**

As the Game Boy has limited power, a super FX chip wouldn't be much use. Maybe a new version of the Game Boy could be released, with improved scrolling, sound and graphics! Wouldn't that be fun!

As for Mario Land 3, well this time Wario will have star billing and it'll be called Wario Land, due out for Chrimbo.

## I am music!

Dear GB Action,  
As a musician I'd like to know what the general policy of the software houses is on being sent unsolicited music demo tapes for consideration.

I realise that normally they use in house musicians to write the music but I was wondering

if they ever use material sent in by outsiders.

**Stephen Mottershead, Manchester.**

It all depends on which software house you're planning on sending tapes to. I'm sure some of them would be quite happy to listen to your groovy tapes and maybe even use them in a game!

Occasionally they do use outside musicians for game music so why don't you contact a couple of local software houses? You may get lucky! And if you do, don't forget who gave you that first piece of encouragement!

That's your lot folks. More fun and mayhem next month.

Please don't send in stamped addressed envelopes because we're unable to reply personally to all your queries. Sorry!

## Compo Winners

### ISSUE 13 WINNERS: GAME BOY BOOKS

The 7 winners of the Game Boy books from issue 13 and featured on page 48 are: William Summers, Ilford; Mohinddin Miah, Manchester; Tom Hughes, Wallingford; Ben Roper, Gainsborough; See Sun Yung, Dudley; John Graves, Birkenhead; Crispian Pape, Newbury.

### ISSUE 14 WINNERS: CHUPA CHUPS COMPO

We've been inundated with huge sackfuls of entries, and the winner of the 10 Game Boy games is (ta da): Lee Halford, Cornwall. The games he's gonna get are: Lemmings, Krusty's Fun House, Crash Dummies, Bart Vs the Juggernauts, Alien 3, WWF Superstars, Balloon Kid, Batman, Mario and Battletoads 2.

Runners-up who get a Chupa Chup rocket jammed with over 200 lollies are: Lee Haxby, Bradford and Stephen Middleton, Nottingham.

### THE EMPIRE STRIKES BACK

The 10 winners of The Empire Strikes Back games courtesy of UBI Soft are:

Richard Vaughan, Paignton; Diane Williams, Lancaster; C James, Sittingbourne; William Price, Hitchin; James Elliott, Bournemouth; Mark McDonald, Newark; Jason Smith, Paignton; David Britton, Leeds; Daniel Aspden, West Lothian; Marc Gedders, Arbroath.

### DARK HORSE SUBS

The four winners of Star Wars comic book subscriptions courtesy of Dark Horse Comics are:

Neil Rojahn, Leicester; Andrew Dimmer, Leigh on Sea; Paul Hassett, Glasgow; Jonathon Stansfield, Newport, Gwent.

### ASTERIX BOOKS

The 10 winners of the Asterix books from Hodder & Stoughton are:

John Stewart, Basingstoke; Lisa Curcher, Surrey; David Gadson, Woodford Green; Ed Beattie, Exeter; Richard Leicester, Gloucester; Roy Shaw, Halifax; Allan Gray, Blackwood; Andrew Pridmore, Leicester; Graham Beckwith, Rayleigh; David Smith, Warrington.

# Public EYE



**You don't have to love a game to review it, tell us about all the ones you regret buying, and you could win the game of your choice! Send with a pic to: Public Eye, GB Action, Europa House, Adlington Park, Macclesfield SK10 4NP.**

## KUNG FU MASTER

Irem

This game is totally brilliant and will take absolutely ages to complete... hang on a minute! Who am I trying to kid here? This game is pathetic - pure and simple!

The graphics and the sound are pretty reasonable, although the animation is rather suspect and the tunes are downright awful. Kung Fu Master suffers terribly from the lack of variety, with just three moves at your disposal - a punch, a kick and a drop kick! But the real let down is the puny challenge that it offers,

# READER REVIEWS

## SUPER HUNCHBACK

Ocean

In this prehistoric horizontal scroller of many years past, the only character in the game is Quasi, a bell hopping, no hoper pacifist. There are no lasers, dragon punches or Uzi 9mm's in this romp, only running, jumping and pixel perfect timing.

The levels are very easy but it's difficult to get all the fruit as there is a time limit, along with other hazards such as spike laden pits, exploding cannon balls and demon arrows.

The non presence of any other characters lets the game down further. Overall the gameplay is addictive, but not for all tastes.

Evan Cavey, Wednesbury.

**SCORE 74%**

## KRUSTY'S FUN HOUSE

Acclaim

 As soon as I powered up the insane laugh of Krusty the Clown told me I was in for a treat. I'd heard that this game was a Lemmings clone, well in a way it is. Instead of guiding green haired critters to their safety, you lead the rats who infest Krusty's house to their doom.

Krusty can lob pies, take rides on lifts and pick up and move objects to splat the rats!

In a way it's better than Lemmings because you have more freedom to move around the mazes. Both the frustration and difficulty settings are high, and the only thing this game lacks is a timer to add more tension.

Overall this is one hell of a cart that will leave you crying in despair in the early hours of the morning with match sticks propping open your eyelids!

Elliott Quince, Luton.

**SCORE 93%**

## UNIVERSAL SOLDIER

Accolade



From the moment I plugged this game into my 'Boy, I realised that it was going to be a quality game. There are a few options which include the number of lives that you start with, to the difficulty of the game.

Initially it seems very hard indeed, but once you have had a couple of goes, and got used to the control method it all becomes plain sailing.

After a while you can get through the levels very easily. Add a password system and you can guarantee you'll see every thing that this game has to offer in less than a week.

If you start off on hard mode with only a few lives, then the game will last a little bit longer, but not much.

If you want a hard platform shoot'em-up that will keep your interest, then go for Probotector or Star Wars, both these games are far more enjoyable.

Andrew Hunter, Morley.

**SCORE 79%**

## MOTOCROSS MANIACS

Palcom

 The graphics are simple but do the job well although the collision detection often lets them down as the wheels of the bike are clearly off the ground when travelling up ramps.

The actual gameplay is incredibly addictive. You have to race against the clock over eight levels of ramps, jumps and loops. And the two player option is even more fun.

Matthew Allaby, Stockport.

**SCORE 92%**

## CRASH DUMMIES

Acclaim

This is a game which promises much but delivers little. The graphics and sounds are superb but the gameplay is all too easy and lacks any challenge, until that is, the fifth level where you have to guide a rocket through space.

The earlier levels, although very smart, seem empty. When you complete them the levels are made harder and this is where the game starts to get difficult and more of a challenge.

Steven Green, Teignmouth.

**SCORE 72%**

# Bite the big one!

**EXCLUSIVE**

**Dracula preview**

**PLUS**

- **One Step Beyond**
- **Global Gladiators**

**11 PAGES OF TIPS & CHEATS**

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# REALLY UNREAL

**Virtual Reality. Open your mind and close the fissure between the imaginary and the real. Computer interaction really is the name of the game in this hi-tech melting pot.**

**E**ven now I still don't understand. Simply put, Virtual Reality is a computer generated 3D artificial environment in which a person can roam/fly and do battle at will while experiencing a powerful feeling of 'being there'.

Instead of looking at a drab computer screen and trying to control the sprites you see jiggling before you, you are actually placed inside this environment and all your body movements, be it turning or triggering off a fire arm, are adapted to this 'virtual' world.

W industries launched the world's first Virtual Reality Entertainment system back in 1991 and since then have been stepping up on the accelerator to push the power of VR and

create new machines capable of rewarding VR participants with new experiences.

Basically all you need do is strap on a decidedly untrendy helmet called a Visette, don a smart back pack connecting you to the computer, and wait for countdown to begin.

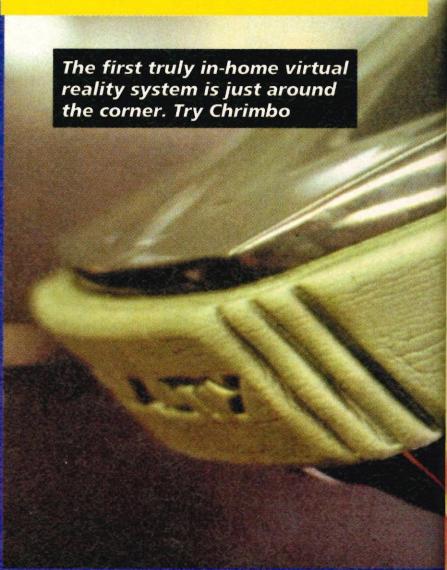
You are now immersed in this 'other world' in which you are allowed complete freedom of movement encompassing 360 degrees.

Virtuality Reality games machines are becoming more prominent in arcades. There are about 12 centres nationwide and for 12-15 minutes of play you can expect to pay £3-4.50.

The first games machines to be installed were the old bucketseat jobs whereby you plonk yourself down in the



*The first truly in-home virtual reality system is just around the corner. Try Chrimbo*



seat, grab a steering wheel or joystick and enter a world a virtual driving or flying.

More sophisticated games are those in which your every body movement affects the game in progress, as seen through the bulky Visette.

## Real! Real! Real!

The unknown dimension and mystery of VR is fast being peeled away, not only in the computer games sphere, but also within the movie and business maelstroms.

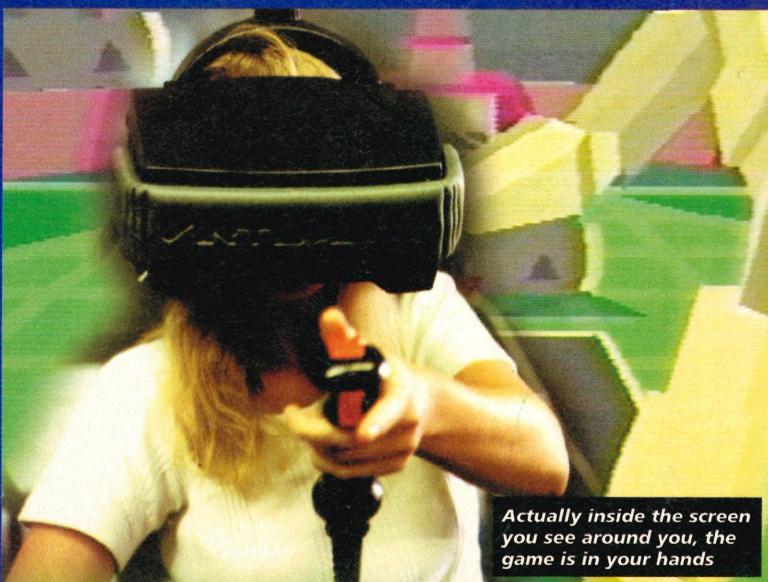
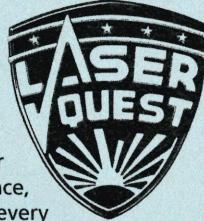
Already The Lawnmower Man film, billed as the first Virtual Reality movie, has achieved astounding virtual images, albeit at the cost of

**FREE  
2 for the  
price of 1**

The ultimate adventure for mere plebby humans, a shrouded arena in which futuristic warriors stalk, triggering off volumes of laser fire. This is no video game. You're in another time, another place, controlling your every action and dodging the barrage of volleys twisting around the labyrinth.

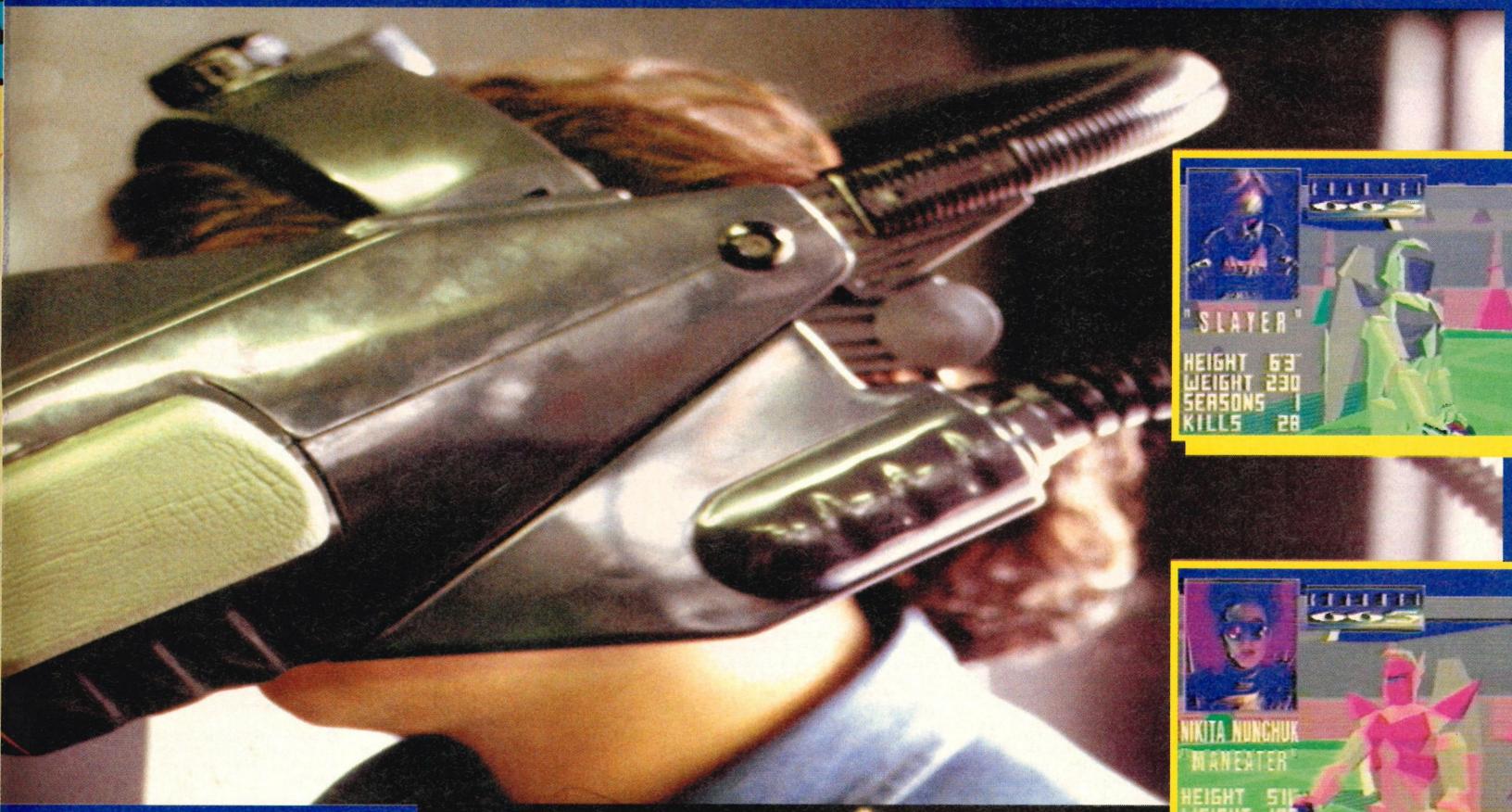
Now experience this true to life space adventure for yourself. Take this voucher to any of the participating stores at any time, any day of the week for a two for the price of one offer.

Participating centres:  
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Nottingham Tel: 0602 589178  
Sheffield Tel: 0742 789100  
Offer ends 31st October 1993



*Actually inside the screen you see around you, the game is in your hands*





spending more man hours and energy on 20 minutes or so of special effects than the rest of the film put together.

Even as the sequel is starting production, game publishers Storm are transferring VR scenes onto the humble Game Boy.

Just imagine a time when medical scientists use VR models of molecules to investigate new drugs, alter them, and control them, a world in which estate agents can show potential buyers around all the brick shades and carpet colours of penthouse suites from the comfort of their own arm chairs.

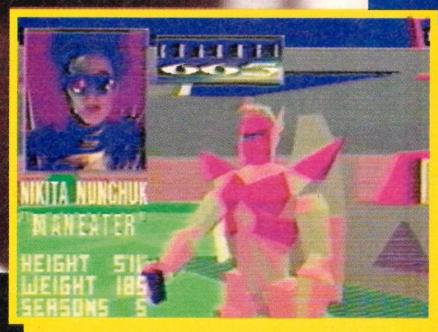
Now make this a possibility, because VR is the way forward. Ideal for all kinds of training and communication, it's fast becoming more than just a leisure pursuit.

Don't be surprised if before the end of the century Virtual Reality becomes a very real part of everyday business traditions, even though we'd all look rather silly staggering around, our arms all over the shop, complete with a mounted system plonked right on our heads. Fashion eh? I think I'll plump for the flares.

Sharon



*Remember Who Framed Roger Rabbit? Now you can place yourself in an artificial world*



## Virtually

The GB Action team nipped on down to the Legend Quest centre at Nottingham to do some proper research and test the Virtual Reality machines out.

### Grid Busters

This is a fantasy space game in which you become a weightless warrior with a power pack on enabling you to fly over a battleground and, erm, do battle with four other like-minded combatants.

Hold the joystick out in front of you, press a button to shoot at your foes and guide your gravity-less body around the hazards by moving your arm accordingly.

### Dactyl Nightmare

A game designed to send you queasy, even to the point of heaving if you can't hack the pace. Again, it's a blast your foes to bits scenario as you walk up and down stairways and avoid a big green pterodactyl that, intermittently, swoops down for the kill.

### Kombat Zone

Dactyl Nightmare but switch the guns for axes and shields.

### Legend Quest

Live RPG in which you can play as a team and communicate with each other by talking into the headset (even though your voice goes all squiggly). Each participant has different strengths and weaknesses and there is also a save game facility.

# Free classifi

## **SWAPS**

- Swap Duck Tales, or WWF 2 (no instructions) for Hook, Dragon's Lair, or Spiltz. Phone Phil on 0829 270300.
- Will swap Terminator 2 for Tiny Toons, Hook, Bionic Commando, or any other reasonable Game Boy game. Phone John on 0274 309945.
- Swap Super Mario Land or Burai Fighter Deluxe for Lemmings, The Humans, ProboteCTOR, Alfred Chicken, Populous or Krusty's Fun House. I for I. Phone Marc on (0455) 611950.

- Will swap Bugs Bunny for Lemmings or Star Wars. Phone after 6pm on 0256 882684.

- Swap WWF 1 or Double Dragon (both with instructions), or Dr Mario or Nintendo World Cup (both without instructions) for Best of the Best or Super Mario Land 1 or 2. Phone Jonathan on 091 388 9543 between 5-8pm.

● Yo! Are you prepared to swap my Navy SEALS for your Bugs Bunny? If you are, ring Simon any day but Thursday after 5pm on 0273 594253 (week days) or 0273 416533 (weekend) thank you! (All phone no. digits means your area code too, Simon!)

- Will swap my Crash Dummies or Turrican for Super RC Pro-Am, Hook, Parasol Stars or Jimmy Connors' Tennis. Must be in North Wales area. Phone Jonathan on 0244 534883.

- Will swap my Nemesis, Mega Man II or Choplifter II for your Super Mario Land 2, Lemmings, Prince of Persia or any other half decent games. Call Colin on 0292 314343.

I will swap my Game Boy with 5 games, game light and four rechargeable batteries for Sega Game Gear with 3-4 games. Ring Mark on (0424) 424790.

- I will swap Duck Tales, Marus Mission, Krusty's Fun House or Asteroids for Lemmings, Dr Franken, Terminator 2, or any 2 of my games for Jeep Jamboree or any other game.

- Swap my Star Wars, Alien 3 or Kung Fu Master for your Prince of Persia, please, I'm desperate. Phone Joseph on (0737) 244912.

- Will swap Super Mario Land for Super Mario Land 2, Tiny Toons, or Looney Tunes. Call Ian on 0527 24375

- Will swap Hook for any good game or swap Handy Boy for 2 games. Ring

- I will swap Dr Franken for Mega Man II or Krusty's Fun House. Contact Anthony on (0273) 581454.

**Thanks.**

**PHOTOCOPIES ARE ACCEPTED.** Please include this advert in the next available issue of GB Action.


Name \_\_\_\_\_

Address .....

Telephone..... is clear, and include all your dig

is clear, and include all your digits

**56** SEPTEMBER '93

# ied Adverts

● I will swap Super Mario Land or Duck Tales for any good games. All considered. Call Ajay or Rashmi on (0707) 652684, Herts.

● I will swap Parasol Stars for Best of the Best, Top Ranking Tennis or Alfred Chicken. Ring Ross on (0344) 775413.

● Will swap Super Mario Land 1 or 2, Navy SEALs, Batman, Shadow Warriors, or Alleyway for Joe and Mac, Lethal Weapon, Darkwing Duck, Track and Field, Best of the Best, or will consider others. Phone Shokat on 021 772 1254.

● Will swap Spider-Man or Kung Fu Master for Dr Franken or McDonaldland. Ring Rodger on (0344) 761465.

● I will swap Nintendo World Cup or WWF 2 for Joe and Mac, Lemmings, or Best of the Best. Other games considered. Phone David on (0895) 672273.

● Will swap Star Wars or Alien 3 for your Best of the Best or Populous. Alien 3 has instructions but no box; Star Wars boxed with instructions. Phone (091) 252 1631, ask for Chris.

● I will swap my WWF 1, Castlevania Adventure or Turrican for any other good game. Phone Stuart on 0268 417706, must be in the Basildon area.

● Will swap new boxed Game Boy amplifier for Paperboy. Must be fully boxed (vgc). Ring Stephen on 091 528 1782.

● I will swap my Krusty's Fun House, Bart/Camp Deadly, Nintendo World Cup, Super Mario Land 1 or 2, Prince of Persia, Prince Valiant, Lemmings, or Dynablaster for any good games, especially WWF 2, or Dr Franken I or II. Phone Richard on 061 748 6783, Manchester area.

● Swap Caesar's Palace, Super Mario Land, Double Dragon, or Fortress of Fear for Super Mario Land 2, Populous or Battle of Olympus. Call Steve on 0376 340629 (Essex).

● Swap Spectrum 48K with tape deck, 100+ games and all leads, for 5 Game Boy games, like Krusty's Fun House, Crash Dummies or Probector. Ring Kenneth on (0787) 476297.

● Swap Terminator 2 for Looney Tunes or Lethal Weapon, or sell for £12. Call Paul on this number, (0543) 472544, between 6-10pm.

● For sale or swap for any decent game, especially Choplifter II (no box or instructions needed), the following: Bart's Escape from Camp Deadly, WWF 1 (both boxed, no instructions, £15 each), and Lemmings (boxed and instructions, £18 ono). All in good condition. Phone 0624 833138 and ask for Michael or write to: Michael McKaig, "Delfield," Ballakilpheric, Colby, Isle of Man.

**SALES & SWAPS**

● Game Boy games for sale or swap: Super Hunchback, Hook or Robocop for Top Ranking Tennis, Dr Franken or Super Mario Land 2. Also sell for £10-15. Call David on (0706) 43809.

● Swap Looney Tunes for any of the following: Battle of Olympus, Dr Franken, Super Mario Land 2, Revenge of the Gator or Castlevania Adventure. Must have boxes, etc. May buy also. Ring M on 0924 468461.

● Swap Sega Game Gear, 3 games and TV Tuner for Game Boy and 8 or more games and accessories. Or sell for £110. Ring Kerry on 0664 65979 (must be Leicestershire or able to collect).

● Will sell my Game Boy with 7 games for £195, or swap for SNES. Phone Chris on 0443 226272.

● I will sell my Double Dragon II and Super Kick-Off for £36 for the pair. Call Peter on 0265 51254 (N Ireland).

● Will swap Game Boy and 9 games - Star Wars, Bart Vs Juggernauts, Bill and Ted and more - for Atari Lynx and 1 or 2 games, or sell for £190. All in vgc. Write: Duncan Hatch, 1 Parson's Row, Blaina, Gwent, South Wales NP3 3DF.

● Double Dragon 2 up for swaps, boxed with instructions, for any good game, or sell for £17 ono. Phone Kim on 0724 710663 after 3.30pm.

● Will swap magnilight for Dynablast, Battle of Olympus, Splitz, Prince of Persia, or will sell for £10. Phone Phil on (0922) 693140.

● Game Boy games for sale, WWF £10, Alien 3 £13, and Super Mario Land £10. Will consider swaps. Tel. Emma on (0788) 567254.

● Game Boy, Handy Boy, 7 games including Super Mario Land 1 & 2. Should be £289, will sell for £185 ono. Consider swapping for SNES with 2 games. Ask for Tim on 0246 412709.

● Swap Atari 2600, 33 games, and 2 joysticks for Game Boy games, e.g. Castlevania Adventure, Dr Franken, or Robocop 1 or 2. Or sell for £30. Phone Andy on 0452 712610.

● Sell Game Boy with Parasol Stars, Super Mario Land 1 and 2, Snoopy's Magic Show, and Tetris. £98. Or swap for Sega Mega Drive. Ring Adam on 061 881 9683.

● Will swap Double Dragon 3 for Krusty's Fun House or Flipull(?), or will sell for £15 (box with instructions and in good condition). Phone Gavyn on (0422) 249233 week days 6.30pm-7.30pm (Hemel Hempstead).

● Will swap Super Mario Land 2, Burai Fighter Deluxe or Double Dragon for any good games. Or sell games for £10-17. Call John on (0752) 781536.

● Will swap Game Boy plus 6 games including Popeye 2 and Super Mario Land 2 and carry case for SNES plus 1 game, or sell for £95 ono. Phone Ben after 8pm on (0543) 491505.

● Will swap or sell Navy SEALs, Gremlins 2, Double Dragon 3, WWF, or TMNTurtles for Alien 3, T2: Arcade Game, or Max. Sell for £15! Call Robert on 0582 584604.

● For sale: Star Wars, boxed with instructions, excellent condition, £15 ono. Or will swap for Parodius. Phone Leigh on (021) 358 1157.

● I have: Baseball, Krusty's Fun House, Bart/Camp Deadly, Kirby's Dream Land, Dr Franken, Pipe Dreams, Alien 3 and Golf. Sell or swap - what have you got? Call Vince on 0423 507047.

● Will swap Game Boy game Super Mario Land for Lemmings, Crash Dummies or other good games, or sell for £12. Call Ben on (0376) 323994.

● Game Boy and 4 games (including Dr Franken) for sale (all boxed with instructions). Worth £150. Sell for £100 or swap for Super NES and Super Mario World. Ask for Sam on 081 691 0354.

● Game Boy games for sale or swap. Ghostbusters 2, Super Mario Land, Attack of the Killer Tomatoes, Super Kick-Off, Home Alone 2, Fortress of Fear, Motocross Maniacs, Pacman, Snoopy's Magic Show, Chase HQ, Robocop, Amazing Spider-Man, Sneaky Snakes, Double Dragon, Mega Man, and dozens more. From £10. Tel 0992 893623.

● Wanted GB Action mags numbers 1 and 2 in good condition, please. Ring Stephen on 0757 706371.

● Wanted: I will buy your unwanted game carts for cash, £10-15. Phone Stephen on (0745) 334965 after 6pm please.

● Wanted! Lemmings on the Game Boy. Call Gordon on (0525) 371581.

● Wanted Lemmings, Tiny Toons, Golf, Joe and Mac and Parodius. Will pay £10-11. All must be boxed. Also swap my games for your Alien 3, 1 for 1 basis. Ring James on 0455 239514.

● Wanted issues 1-9 of GB Action. Will pay £1 each or the lot for £10. Phone (0522) 691169, ask for Gavin.

● Wanted: any Game Boy games between £10-15. Ring Peter between 5-6pm on (0272) 425230.

● Wanted! Lemmings for Game Boy. Swap for Terminator 2 or Ghostbusters 2. Also Nintendo World Cup for sale, £12. Phone Paul after 6.30pm on (0964) 550175.

● Wanted Blades of Steel or Bart/Camp Deadly. Pay £12. Ring Adam on 081 368 9181.

● Wanted Game Boy games, also Pro Action Replay or Game Genie. Almost anything considered, send lists to: Andrew Ferencab, 38 Baberton Avenue, Juniper Green, Edinburgh, Scotland EH14 5DR.

● Wanted: GB Action issue 6, up to £3 paid, depending on condition. Phone 0624 833138 and ask for Michael or write to: Michael McKaig, "Delfield," Ballakilpheric, Colby, Isle of Man.

● Wanted Game Genie, Joe and Mac or Revenge of the Gator. Will swap for Terminator 2 with instructions. Ring Andrew on 081 573 6916.

● Wanted! Lemmings, Super Mario Land 2, Star Wars or NBA All-Star Challenge 2. I will buy them or swap them. My games are Terminator 2, Spider-Man, etc. For more information please call Toby on (0923) 282344 (please phone after 5pm).

● Attention!! Wanted!! Lemmings (95%) for Game Boy. Will pay up to £14. Phone Brendan on Ireland (01) 374298. Only people in Ireland please, ring after 9pm.

● Wanted: Pro Action Replay (box and instructions needed). Other Game Boy accessories wanted. Ask for Mark on 0323 833022. Also possible game swaps.

● Wanted! Dr Franken for the Game Boy, will pay £10-12. Please ring Louisa on (0480) 811151, or write to: Louisa Gale, 20 Lincoln Close, Buckden, Huntingdon, Cambs PE18 9YU. Urgent! Please hurry!

● Wanted Game Genie codes for Castlevania Adventure and level select codes for Turrican. Will pay £1 each. Ireland only. Write to: James Wall, 32 Glendohar Park, Rathfarnham, Dublin 16, Ireland.

● Wanted Lemmings, Alien 3, Super James Pond, Jack Nicklaus Golf or Super Kick-Off. I'll swap for Super Mario Land 1 or 2, R-Type, Double Dragon 2 or Attack of the Killer Tomatoes. Phone Andy on (0202) 748660.

● Wanted The Humans for Game Boy. Will swap for Super Hunchback, Super Mario Land, or Duck Tales and up to £10. Or will buy for under £15. Will pay for postage. Ring Lee on 0743 245333 after 6pm.

● Wanted WWF 2 for Game Boy, £15 ono. Contact Neil on 081 549 3206. Preferably boxed with instructions. Must be in mint condition.

● Wanted Game Boy unit with or without Tetris, up to £25 cash waiting. Also wanted, Prince of Persia. Phone Bob on (0924) 272240 after 4pm.

● Look over here! I want Best of the Best and will pay £12 for it. Please ring Henry on (0726) 666272, or write to: Henry Cowling, 57 Dunorth Bay, St Austell, Cornwall PL2 66AE.

● Wanted Tetris game in good condition. Will pay £8 for it. Phone Andrew on 0296 662372 after 6pm. PLEASE HURRY!!!

● Wanted Double Dragon 3, Star Wars, Hook and Super RC Pro-Am. Willing to swap or buy. Phone (0985) 216399, ask for Ben.

● Wanted: Most boxed games which have instructions (not Japanese), £10 paid for each. Ask for Mark on 0323 833022.

● Wanted decent Game Boy games, eg. Looney Tunes, Tiny Toons, Dr Franken, Battletoads, and Krusty's Fun House. I will consider others. Boxed with instructions please. Will pay £10-15. Ring Andrew on (06973) 43251. Many thanks.

**SALES**

● For sale GB Action back issues 6-9 inclusive. Will accept £1 each. Call Ajay or Rashmi on (0707) 652684.

● Sell Game Boy with Handy Boy and 8 games including Star Wars, F-1 Race, Kirby's Dream Land, Amazing Spider-Man, Tetris, Super Kick-Off, Terminator 2 or Super Mario Land 2 for £150. Phone Ian on 0926 632858.

● Game Boy carry case for sale. Holds headphones, cable, Game Boy and 4 games. Hardly used and in excellent condition. Only £15. Ask for Sam on 081 691 0354.

● For sale Game Boy with 4 games, in mint condition, boxed with instructions. Games include WWF 1, WWF 2, Gremlins 2, and Tetris. Plus Nuby carry case. £70. Phone Mark on 0829 720210.

● Great deal. I Game Boy with 17 top name games, plus magnifier, light, cheat book and a carry case. Only £120 ono. Ring Francesca on 081 951 0050.

● Game Boy with 7 games, Super Mario Land 2, Super Kick-Off, Nemesis, Mickey Mouse, Golf, Balloon Kid and Tetris. Plus magnilight and carry case. £120. Phone Andrew on (0449) 678125.

● Bargains! Battle of Olympus, Mystic Quest (Final Fantasy Adventure), Final Fantasy Legend I & II (huge RPGs!), Star Trek, Boulder Dash and Nobunaga's Ambition. £10 each - discount if you buy more than 3! Phone Simon evenings on 081 361 3753.

● Game Boy games for sale: Super Mario Land, Soccer Mania, Burai Fighter Deluxe, Skate or Die, Gremlins 2, Super Kick-Off and Kirby's Dream Land, £10 each. Phone Paul on 0442 825598.

● Cheap Game Boy games for sale: Double Dragon £12, Nintendo World Cup £11, and Double Dribble £9. All for £28, will swap. Tel. Ben on 0905 54614, evenings only.

● Game Boy for sale, including 7 games - Super Mario Land 2, Populous, Super Hunchback and more. Plus Handy Boy and carry case. Worth over £250, sell for £160 ono. Ring Robert on 0580 891412.

● Game Boy games for sale: Lemmings, Alien 3, and Super Mario Land plus many more. All boxed with instructions and look like new. Phone Michael on (0274) 878288, must be in Leads/Bradford area.

● GB Action issues 1 onwards, £1 each. Write to: Simon Campbell, Rose Cottage, 67 Datchworth Green, Knebworth, Herts SG3 6TL. Buyer collects/pays postage.

● Sell Motocross Maniacs, Dr Mario, Alleyway, Battle City, Tetris, Klax, Space Invaders and Mario Tennis, all for £60 ono. Phone Jody on 0283 814185, or write to: Jody Bunting, 7 Church Avenue, Hatton, Derby DE6 5DP.

● Fully boxed Game Boy and 3 games Othello, Boxxle and Super Mario Land. Must live around Leamington Spa, £50. Phone Stephen on (0926) 886419.

● For sale Bugs Bunny Crazy Castle for the Game Boy, good condition, £12, codes on request. Tel: James on 0423 872273 after 4pm Mon-Fri, after 6pm weekends.

● For sale back issues of GB Action. Numbers 3-6 and 8-14. £10 the lot. Ring Mark on (0582) 861810.

● Game Boy and 7 games including Dr Franken and Kirby's Dream Land. Plus TOTAL issues 1-20, worth altogether £250, will sell for £125. Will not sell separately. Phone Andrew on (081) 675 1213.

● Game Boy with 15 games, game light and battery pack. Games include Star Wars, Mega Man, Prince of Persia, etc. Good condition, worth £400, will sell for £150. Phone 0532 442245, ask for Julian.

● Game Boy for sale in box with all included, £35. Write to: Simon Campbell, Rose Cottage, 67 Datchworth Green, Knebworth, Herts SG3 6TL.

● Game Boy games to sell not boxed: Bart/Camp Deadly, Double Dragon 3, NFL, Boxing, Amazing Spider-Man, Castlevania Adventure, Boxxle, Qix, Lock and Chase, Cosmo Tank, Radar Mission or Metroid II. £10. Ring Mike on (0249) 656380, Wiltshire.

● For sale Super Mario Land 2 on Game Boy for £15 ono. Contact Oliver on 0442 862011 between 4-6pm. Thanks.

● Excellent condition Game Boy with 18 games including Tiny Toons, Battletoads, and Revenge of the Gator. Plus carry cases. £225. Ring Matt on 0245 441943.

● 2 Game Boys for sale, brand new with 5 games, games boxed plus adaptor and earphones. Want Commodore C64, with games, fairly new, with all parts to it. Phone Caroline on 0423 628085, Newmilton, Hants.

● Game Boy for sale, 7 top games including Star Wars, Prince of Persia, Super Mario Land 2 and Dr Franken. Plus extras, £150 ono. Phone Ross on 0638 667033.

● Game Boy for sale with 4 games including Super Mario Land, all boxed, plus headphones, light, 2 player lead, recharge/mains adaptor pack, all in Game Mate carry case, £95. Phone Paul on 0942 200993.

● Game Boy for sale with 3 top games and adaptor, £60 ono. Ring Gavin on 0943 464223 (nothing is boxed).

● Game Boy with battery pack, AC Adaptor, magnilight, carry case deluxe, and 8 games including Super Mario Land 1 & 2, T2: Arcade Game and WWF 2. All boxed, excellent condition, £200 ono. Ring Aled on 0492 879993, North Wales.

● For sale, Terminator 2 and Nuby play & carry case, £12 and £7 respectively. Please phone 041 633 0680 on any week day except for Mondays and Thursdays between 5-11pm - important! Thank you.

● For sale Batman £10, Super Mario Land £10, Dragon's Lair £15, Terminator 2 £15 and Mystic Quest £20. All boxed with instructions and in good condition. Phone Michael on (0274) 878288, must be in the Cleckheaton area.

● For sale £10 each: Dr Mario, Super Mario Land 2, Nintendo World Cup, Bill and Ted, Castlevania II, F-1 Race and Tetris. Plus perfect Game Boy and leads etc. for £25 (with carry bag, magnifier and light!). Write: Christopher Dodd, 46 Ryhill Way, Lower Earley, Reading, Berkshire RG6 4AZ.

● Game Boy games for sale: Dr Franken, Robocop 2, Prince of Persia, Dragon's Lair, Monopoly, Castlevania II, Mickey's Dangerous Chase, Mega Man III, Roland's Curse 2 and Super Kick-Off. All boxed with instructions, only £15 each. Phone David on 0708 724736. Also Super Mario Land 2, £18.

● For sale Kung Fu Master, Double Dragon, Golf, Chase HQ, Radar Mission, Bart/Camp Deadly and Tetris, £16 each ono. Ring Alex on 0742 360609.

● Lemmings for sale, £16, also Super Kick-Off and Bart Vs Juggernauts, £15 each. All in perfect condition. Must be in Midlands area. Phone Philip on 0785 214253 in evenings, ta.



# classifieds

● Game Boy, light magnifier, earphones and 10 games (all boxed), including Star Wars and Super Hunchback. All good condition, worth over £250, will sell for £170. Instructions included. Ring Sally on 0273 475847.

● For sale Bubble Bobble, Super Kick-Off and WWF 1. Will sell for £12 each. Phone Alex on 081 686 8503. And Bugs Bunny 2 for £15.

● Game Boy and 11 games for sale, also accessories worth £450. Sell for £150 ono. Will also sell separately. Phone Sam on (0642) 554725.

● Will sell Game Boy with 9 great games including Star Wars, Looney Tunes and The Empire Strikes Back for £150. Ring 061 431 3911 after 5pm week days and ask for Martin.

● For sale top game Prince Valiant, only played 3 times, unwanted birthday present, mint condition, only £15. Phone Chris on 0442 862011. Unbeatable price!

● For sale Game Boy with carry case and 4 games including WWF and Super Mario Land, £75 ono. Phone Nicola on 0533 393144.

● Game Boy for sale, and 6 games including T2: Arcade Game and Adventure Island. Plus 2 player adaptor. £70. Phone Jean-Paul on (0483) 714490.

● I will sell my Game Boy with WWF 2, Super Hunchback, Alien 3, Dynablast, Tetris, Handy Boy (multi-function enhancement), large carry case and mains adaptor. Very good condition, boxed with rules, £120. Phone James on 0246 850261 between 6-7pm, thanks.

● Game Boy, power pack and 3 boxed games, Dr Franken, Rescue of Princess Blobette and Fastest Lap. All for £65. Phone B on 061 419 9465.

● GB Action issues 1-5 for sale. Good condition. Any decent offers accepted. Ask for Sam on 081 691 0354.

● Game Boy and Tetris, holster, magnifier, hip pouch, plus 3 games. Was £171, selling complete for £100 ono. Ring Daniel on 0925 815733.

● Game Boy with 4 games, Handy Boy, adaptor, and Nuby hard case. All for £100 ono. Phone Darren on 0323 844092.

## PERSONALS

● Desperately seeking Spanish stranger who came to my aid in London in June. Believed to be living in Leeds area. Contact me by placing ad in GB Action classifieds. From your damsel in distress, Tracy.

## PEN PALS

● Penfriend agency. £3 membership. Send your info to: Claire Pearson, 27 The Chase, Coulson, Surrey CR5 2EJ. Guaranteed replies. Send 3 pound coins or postal order only! Tel: 081 660 3781.

● Female penpal wanted 8-10 years old who likes horse riding and music. Replies to all letters, and I collect stamps, I've only just started collecting. Write to: Mary Green, 61 Weston Drive, Hanslope, Bucks MK19 7LB.

● I'm looking for male/female penpals. Definite reply. Write to: Paul Harvey, 35 Beeches Close, Aqueduct, Telford, Shropshire TF4 3SH.

● I'm looking for a penpal aged 9-10, male or female, lots of interests, recent photo please. Write to Alexander Peplow, 14 Peter Avenue, Oxted, Surrey RH8 9LG.

● Penpal wanted aged between 11-13. Likes computers and football. Write to: Peter Firth, 4 Malmesbury Close, Redland, Bristol BS6 7TR.

● Wanted: penpal 12-14, must like Queen, Metallica, Iron Maiden and Game Boys, male or female. Please enclose a recent photo, write to: Matthew Wright, 126 Parc-Y-Fro, Creisau, Cardiff, Mid Glamorgan, Wales CF4 8SB.

● I would like a male penpal aged 15 who has a Game Boy and supports Wimbledon FC. I am an avid supporter (avid optimism!) and would like someone else who shares my views. Write: Mark Andrews, 6 Slade Terrace, Fishguard, Dyfed SA65 9PD. 100% reply.

● Calling all male Game Boy addicts! Female needs penpal aged 15+. Please send photo. Will reply to every single letter! Write: Fiona Bethell, 11 Arncliffe Street, Farsley, Leeds, W Yorks LS28 6BH.

● Hi! I am looking for global penpals, male or female, aged 15+. Guaranteed a reply. I enjoy listening to music, playing on the Game Boy, and going out with friends. If you're interested, get pen to paper and write to: Carol Butt, 4 Brook Close, Raynes Park, London SW20 9LP.

● Male penpals wanted between 12-14. First 4 will get replies, so hurry up. Please send a recent photo. Write to: Leah Markey, 44 Babylon Road, Bellshill, Lanarkshire, Scotland ML4 2HQ.

● Penpals wanted: male or female, 18+ into anything funny and music, guaranteed reply, photo if possible, get writing now!! Linda Watson, 30 Saffron Road, Romford, Essex RM5 3ES.

● I'm looking for a penpal 15-18, female, must own Game Boy. Please send photo of yourself. My hobbies include drawing. Write: Mark Daniel Pope, 3 Grendon Park, Southborough, Tunbridge Wells, Kent TN4 0BE.

● Wanted penpal aged 12-13, male, must have Game Boy. My hobbies are swimming and snorkelling. Write: Troy Nadin, c/o 24322606 WOL Nadin, Sgt's Mess, IWFR, Alexander, BKS, BFPO 58.

● Wanted female penpals age 16+. Game Boy users or interested in football or computers? Write to: Stephen Rouse, 17 Tridmon Avenue, Acklam, Middlesborough, Cleveland TS5 8LR. Please include photo.

● Lively male penpal wanted, guaranteed a reply, age 14-16. Interested? Then write to: Jenny Cooper, 20 Keswick Way, Bowring Park, Liverpool L16 2NP. Please send photo.

● Wanted: male penpals aged between 12-15 with good sense of humour (hal hal) for lonely female. Please send photo! Write to: Kelly Pope, 3 Grendon Park, Southborough, Tunbridge Wells, Kent TN4 0BE.

● Male Game Boy players wanted 18+. Put pen to paper and write to me soon. Photo if possible. Interests: Game Boys, writing. I am 19. Write: Michelle Neville, Maple Lodge, The Drift, Bourne, Cambs CB3 7TB.

● Yo! I'm looking for a female or male penpal, if possible a male penpal, between 10-18 years old. Must like sports, Game Boy and approve of Mad magazines. I'm a 13 1/2 year old girl who plays the piano and clarinet, and likes Track and Field as well as Basketball. Please include a recent photo. Write: Min Yen Ong, 28 Leonie Hill, #12-30, Singapore 0923.

● Female penpals wanted aged 14-16. Reply guaranteed. Photo if possible please. Write: Jason Stoppard, 23 Brown Lane, Head Green, Cheadle, Cheshire SK8 3RR.

● Female penpal wanted. Aged 15-16. I am 15. Please enclose recent photo. Will try to reply to all senders. I have a Game Boy and a Nintendo. Write: Cameron Rhone, c/o 42 Merrion Close, Tunbridge Wells, Kent TN4 9JJ.

● Hi! My name's Chris. I'm looking for a penpal from Scotland. He/she must be aged between 9-12. Please phone on 0389 841252 to discuss details. Write: Chris McGlynn, Cruachan, 8 Muir End Road, Cardross, Dunbartonshire, Scotland G82 5LJ.

● Wanted penpals aged 8-12, interested in SNES and Game Boy. All letters answered. So write now! Jamie Butler, 'Laurel Bank', Cark-in-Cartmel, Cumbria LA11 7NZ.

● Sad and lonely games player in need of life-enriching friends of any size, shape, form or description to put an end to the hopelessness of his desperate existence. Write to: David Percy Goodyear, 185 Hurdfield Road, Macclesfield.

## CLUBS/MAGS

● Free tips and cheats for all computers and consoles from 'Got a Good Name?' Write, enclosing SAE. Cheats to arrive within 2 weeks or a solemn apology. 'Got a Good Name?' 11 The Meadows, Leven, East Yorkshire HU17 5LX.

● Penpal club! Don't delay! Free swaps, penpals, accessories, mags, info, and loads of fun! £3 to join. For info, write with SAE to: Paul S Dunbavan, 4 The Green, Ribble Village, Ribbleton, Preston PR2 6QF. Tel: 0772 796489.

● Hand Held Power fanzine for Game Boy and Lynx. Send 85p cheque made payable to Christian Oliff at 33 Hillside Crescent, Weldon, Nr Corby, Northants NN17 3HF. Fast delivery and free gift!

● GB Power is the monthly magazine for all Game Boy owners! For latest issue, send a SAE and 50p to: GB Power, Martin Simmons, Greencroft, 4 Lynngarth Drive, Kendal, Cumbria LA9 4JA.

● For the best Game Boy fanzine send £1 to Nick Oliver, 20 Austerberry Way, Rowner, Gosport, Hants PO13 0BY. Please don't delay. Tel: (0705) 521212.

● Calling all gamers! Will you miss out on this? Cheap books (all systems) and many player's guides including Tuff E Nuff, Mortal Kombat and Fatal Fury! Send SAE to David Walker at 11 Chalfont Close, Beddau, Nr Pontypridd, Mid Glamorgan CF38 2SA. First reply gets free gift! Tel: (0443) 204576.

● Free!! Magazine on tape for your Spectrum. Just send SAE and blank tape: Spectrum Format, Gavin Smith, 14A Innisfyle Gardens, Belfast BT15 4GJ.

● Sega Magazine! Only 40p. If you are interested please send a SAE to the below address for more information. Please ring 0772 796489 and ask for Paul. Paul S Dunbavan, 4 The Green, Ribble Village, Ribbleton, Preston PR2 6QF.

● Cheats for all Sega and Nintendo machines. Send 50p, your address and your problem, and we will send you our cheats for your games: Colin O'Brien, 16 Bayview Close, Kilcoole, Co Wicklow, Ireland.

● Attention all Game Boy fiends. Get rid of that Mega headache. For only £1 I will send you a brilliant A-Z of tips and cheats. Write: Thomas Brown, 35 Church Avenue, Sidcup, Kent DA14 6BU. Tel: 081 302 6608.

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● Superior swaps! Game swapping club for the Game Boy. Only £2 per game, or £3 for 2! Send no money now, write with SAE for more details to: Mark Andrews, 6 Slade Terrace, Fishguard, Dyfed SA65 9PD. Phone: 0348 874263.

● Total back issues 3 & 5 for sale, £4 each inc. p&p. Tel: Tsoek on (0226) 712055.

● Gamer-Link! The penpal club for gamers with over 300 members! Free swap service, club fanzine and more! For full details send SAE to: Stu & Dave, 28 Churchfield, Ware, Herts SG12 0EP.

## MISC

● PC games for sale or swaps. Crazy Cars II, will sell for £5-8, or swap for any Game Boy game. Also Hard Drivin' II, floppy disk with instructions and boxed, will sell for £10, or swap for any Game Boy game. Phone Ross on 0480 458458 after 4.30pm week days.

● Will pay £25 for any of the following Sega Mega Drive games: Ecco the Dolphin, Sonic the Hedgehog 2, Alien 3, WWF or PGA Tour Golf 2. Phone Andrias on Ireland (01) 378030. Only people in Dublin area please.

● For sale Sega Master System with 2 joypads, 1 light gun and 5 games: Sonic the Hedgehog 2, Rambo III, Vigilante, Spy Vs Spy and Choplifter. Only £75 ono. Call Rajesh on 061 485 1465.

● Wanted Super Nintendo with 1 game. Will pay reasonable price. Phone week days after 4pm, or Saturdays after 5pm, or all day Sunday. Ring Matthew on (0452) 305181.

● Over 35 C64 games and Super Mario Land for the Game Boy for sale. Sell for £30, accept less, will separate. Tel Andrew on 061 865 7124 for details.

● I will swap my Crown Wg-22 Walkman for Spider-Man on Sega Mega Drive. I'm also selling my C64 games for £1 each. Phone Ricki on (0452) 501036 now!

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● Amiga 500 for sale. Hardly used. 1/2 meg upgrade, mouse, TV modulator, zipstick and disks. £250 ono. Phone Saul after 4pm on (0606) 77750.

● Sega Master System for sale. Hang On game, 2 controllers, only £20. Must collect from Woking area. Ring Steven on 0483 715244.

● Sega Game Gear for sale with 6 games, AC adaptor, master converter. All for £140. 3 NES games too, £7 each. Phone Jean-Paul on (0483) 714490.

● Wanted: Sega Game Gear with Sonic the Hedgehog 1 and 2, plus Columns and Donald Duck. Will swap for Sega Master System game plus 1 Game Boy game, £10, 5 C64 games, free penpal and Game Boy club membership and £5. Will buy for £60. Write to: Louisa Hipnis, "Beavers' Brook", Bolham, Tiverton, Devon EX16 7RJ.

● Sega Game Gear for sale with 3 games, Master/Gear adaptor, AC adaptor, car adaptor and carry case for £125. Contact Nov before 3.30pm and not on Wednesday on 0727 833576.

● PC Engine GT colour handheld with 7 games and carrying case, excellent condition, worth over £300, will accept £200 ono. Will post if necessary. Tel: S on 0702 469518 (Southend).

● Wanted Gremlins 2 for NES. I will swap my Super Mario Bros 1 or 3, Duck Tales or Punchout. My games have no cases or instructions. Phone Dan on 0704 530624.

● Sega Game Gear for sale, with 6 top games including Sonic the Hedgehog and Chuck Rock, £110, or swap for Sega Mega Drive, Sonic the Hedgehog and another game. Tel: 031 339 7167 (Edinburgh), ask for Gregor.

● Penpals wanted! Between 10-12 (male or female). Send personal details and recent photo to: Jamie Wright, 46 Beechwood Drive, Feniscowles, Blackburn, Lancs BB2 5AT.

● Sega Game Gear, 7 games: Sonic the Hedgehog 1 & 2, Columns, Lemmings, Mickey Mouse, Out Run and Halley Wars. Also, car adaptor, mains adaptor, battery pack, carry case and Gear master convertor. Worth £350, will sell for £150. Ring 0670 516145, ask for Kenneth.

● Sega Master System for sale with 3 games including Sonic the Hedgehog 2. Good condition. If interested, phone Jhon on 0442 252013.

● For sale Sinclair 128K ZX Spectrum +2, 243 games, about 3 dozen demos, Cheetah Star Prive Joystick + autofire. £85 ono. Ring Stuart on 0292 315053.

● Sega Game Gear, guarantee, Sonic the Hedgehog, Marble Madness, mains adaptor, good condition, all boxed. Tel. Robin on (0995) 40817 (Lancs).

● Will swap Amiga version of Formula Grand Prix for any quite good Amiga game. Will also sell for £20. If interested write to: Julie Wanlyn, 9 Scott Court, Huntly, Aberdeenshire, Scotland AB54 5PG. Thank you.

● Spectrum 128K, over 70 games including both Dizzy collections, TMNT turtles games, Navy SEALs, Lemmings, etc. All leads and instructions. Over 30 mags, £80 ono. Tel: Philip on 0384 982231.

● For sale Dragon 32 with cables, 32 games, power pack, joystick and 1 cartridge, £25 ono. Ring Dean on 081 508 2453, Loughton.

● For sale Atari 520 STE, lots of games and joystick, mouse and light phazer, only £150. Worth over £400. Ring Jon on 0757 707035, Selby, Yorks.

● C64 for sale, vgc, 190+ games, 2 tape decks, joystick, boxed, 2 carts, £130 ono, or swap for Amiga. Ring Stephen on 0203 384562.

● NES for sale, boxed, excellent condition, 2 joypads, 8 games, £85. Ring Matt on 0273 463136.

● For sale Atari ST games including Mega-Lo-Mania and Special Forces from £3-13. Phone (0222) 562962, ask for Rhodri.

● Sega Master System+, 9 games and 2 joypads. Will sell for £140, or swap for SNES with 1 game. Ring Nikki on 0274 618366.

● Grasshopper II remote controlled car, quick and slow chargers, back ball raced, good condition, needs canopy top, hence only £50. Tel: Philip on 0384 892231, West Midlands.

● Wanted: anything to do with Wimbledon FC, England (St George Cross) flag, Union Jack flag. Ring Mark Andrews on 0348 874263.

● **WANTED DESPERATELY:** Star Wars Figures, will pay ridiculously good prices to keep my childhood. Please send your full list of available figures to me, Andy Sharp at Europress Interactive, Europa House, Adlington Park, Macclesfield, SK10 4NP. P.S. if you feel really generous then you can send me your figures for FREE.

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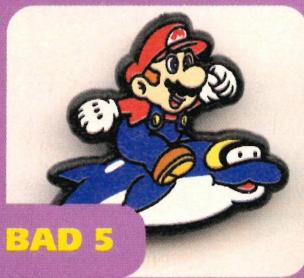
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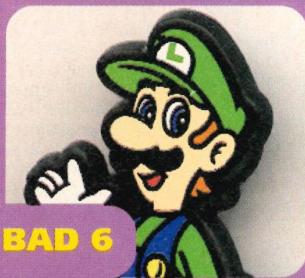
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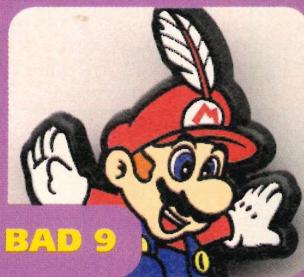
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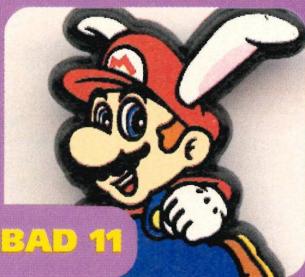
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# BUYER'S GUIDE

**Every game to hit the Game Boy is in here! Everything is in alphabetical order and its own little section. As well as all this, we've got our very own personal faves too.**

## PLATFORMS

### Addams Family

OCEAN

Although graphically this may not be tremendous, it's a fun and challenging game with plenty there for the taking. Competent and cute, it'll appeal to any platform loving fan of the movie.

80%

### Adventure Island

HUDSON SOFT

A playable but not overtly difficult romp taking you around various islands in a bid to find your lost girlfriend. Nothing new on display yet nothing to heavily slate either.

70%

### Adventure Island II

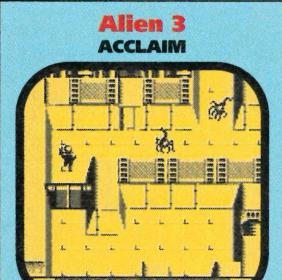
HUDSON SOFT

Almost a clone of its predecessor in that there's no imagination whatsoever. It's ultimately too easy and nondescript. Definitely not adventurous, but worth its mark if taken in isolation.

66%

### Alien 3

ACCLAIM



The bitch is back in a search and seek out the baddies puzzling extravaganza. Plenty of exploration, and maze-like complexities that make for a teasing and very enduring challenge against the aliens.

90%

### Amazing Spider-Man

ACCLAIM

Graphically the man with the sticky stuff is excellent but the controls are a little touch too dodgy and unresponsive. It offers plenty of beat'em-up elements, along with a whole whack of web-slinging.

50%

### Asterix the Gaul

INFOGRAMS

A well buckled together and challenging romp through a richly

diverse range of lands is what you're getting yourself into with this lively game. Nothing unique about it and very much in the Mario vein, but plenty of finger flexing to set your nerves a-leaping. By toutatis!

82%

### Balloon Kid

NINTENDO

A weird adventure in which you chase balloons over a number of taxing levels. Simple and fun and very cute, there are oodles of hazards to dodge and power-ups to grab. A bit too tedious all in all.

71%

### Bart Simpson's Escape from Camp Deadly

ACCLAIM

A fun and addictive cartoon licence that does Bart justice. In what other game do you get a full on food fight? With arcadey overtones and lots and lots of challenging layers, this will certainly take some beating.

86%

### Batman

SUNSOFT

A platform-cum-shoot'em-up that models itself on the golden Super Mario Land. Batman romps along at a very snappy pace with tons of triggers to pull on the baddies.

80%

### Batman: Return of the Joker

SUNSOFT



Dead, dead tough but certainly worth plugging away at, this gets old rubber pants' sequel off to a good start. Truly excellent sound FX and snazzy graphics complement the gameplay. Loads of mileage for your hard-earned money assured. That Joker returns once more!

87%

### Blues Brothers

TITUS

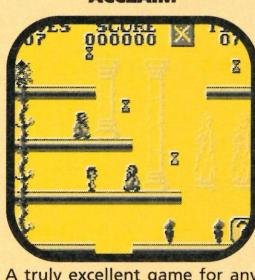
A true merry-go-round of fun and frivolity as you get to cruise up

and down stairways and along pulleys in the search for your missing instruments. Brill music and graphics and a rock solid platform romp around rock 'n' roll land.

90%

### Bill and Ted's Excellent Game Boy Adventure

ACCLAIM

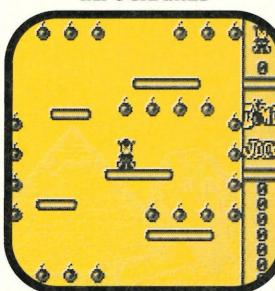


A truly excellent game for any bodacious player that'll appeal to everyone. Damn hard but pleasantly so, each stage presents a tip-top challenge. Graphics are naff but gameplay is ace.

90%

### Bomb Jack

INFOGRAMS



A very simple but addictive arcade conversion in which you boing around the screen destroying fused bombs. 60 levels in total to negotiate with if you don't happen to find it too tedious.

80%

### Bubble Bobble

TAITO

A stormer of a game. Extremely addictive, it's first-rate action from the word go with over 200 levels and OKish graphics. Packed full of fun but the password codes make it easier than it should be.

87%

### Bubble Ghost

FCI

Blow a bubble, carefully guiding it through 50 odd hazard-infested screens. A pleasant and frustrating sort of game that's certainly difficult enough for those hardened gamers who think that platform romps are easy.

90%

### Castelian

STORM

An impressive and challenging game that'll stretch your memory, reflexes and skill as you work your way up to the top of seven different towers. The time limit

leaves no room for error and it can get annoying at times.

65%

### Castlevania 2: Belmont's Revenge

KONAMI

A very enjoyable vampire-themed game and one for die-hard players to sink their fanged teeth into. It's much more than just a glorified platform romp as you swing around on ropes and grapple with castle keepers for your life.

86%

### Dragon's Lair

ELITE

Incredibly hard but dead playable all the same. Graphic detail is super stunning as you do anything but roller coaster along collecting hundreds of pieces of a Life Stone. A real stormer.

88%

### Duck Tales

CAPCOM

Set over five levels, there's plenty of exploration to get on down to. Although competent, playable and graphically well presented, some find it a little too easy in the long run. Quacktastic?

81%

### Felix the Cat

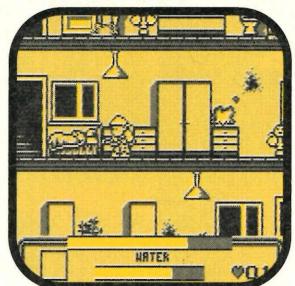
HUDSON SOFT

Well, there's cute graphics and a snazzy character capable of changing his garb and means of transport, but at the end of the day all you get is a pretty average platformer that won't last you very long. Very paw.

70%

### Fire Fighter

MINDSCAPE



Quite a nice little attempt at moving away from the traditional platform environment. You play firefighters rescuing babies and damsels in distress from burning infernos in an underground station (ahem), warehouse, office block etc. It's hard work with some fiery obstacles, but despite great lapses into poor taste it's a very cheery release.

78%

### Home Alone

TOY HEADQUARTERS

A sad film has become an even sadder game and complete dross is what you get. The sprites are shamefully slow and gameplay is more laughable than cute little Master Culkin himself, as you endlessly leg it around your own home, alone. Very poor!

25%

### Home Alone 2

TOY HEADQUARTERS

Superior to the first Home Alone but that's not saying an awful lot. An empty, humourless game with a poxy four levels and slow, awkward controls to boot. Amazingly yawnsome.

40%

### Hook

OCEAN

Mixing both flying and beat'em-up sections with the traditional platform thrills, this is a high-quality release. Some really great graphics and totally unstoppable gameplay make for a sure fire treat. Recommended!

85%

### Joe and Mac

ELITE



A clobberingly groovy good platformer that's hard enough to lure even the toughest of gamers into its snare. Cute graphics and chuckalicious antics make for great all-round entertainment through nine thudding levels.

89%

### Kid Dracula

KONAMI

Although it would seem to be aimed at the younger market, the kid does his best to give you a challenge to sink your teeth into. Full of fun and twists, it's jolted along nicely despite the levels being far too short.

84%

### Kirby's Dream Land

NINTENDO

A gorgeously animated and incredibly cute romp around pixie land. The hero Kirby sucks in baddies, then spits them out around six levels. Although very easy it's got bags and bags of fluffy loveability.

89%

### Looney Tunes

SUNSOFT

A fun and highly enjoyable hike with super sparkling cartoon characters, simply gorgeous graphics and more than ample variety. It's instantly appealing but not too long lasting.

90%

### McDonaldland

OCEAN

A competent enough and quite enjoyable jaunt although it doesn't even try to offer anything new. A bit of a cross really between The Blues Brothers, Mario and a Big Mac.

80%

### Max INFOGRAMES

A very barren, very very short platformer that's forgettable. Max is a cute character but he can't rescue the failing gameplay.

60%

### Mega Man I, II and III CAPCOM

All three games don't differ much in terms of style or gameplay, the challenge just becomes greater. Mega games for the Game Boy with tons of robotic fury and swiftness combined with endless thrills and spills. Mega!

90%

### Parasol Stars OCEAN

Fight through seven levels brollly bashing everything in sight with some fearsome raindrops. Graphics are pukingly cute with ultra-dreamy sprites and you'll need tons of stamina and intense concentration to make any headway at all.

76%

### Popeye 2 ACTIVISION

A darn fine escapade for Popeye the sailor man. He's a fine mover and graphics are clean and not over fussy with plenty of variety through the levels. Modelled blatantly on Mario, it's not as challenging as it could be but there are lots of secret bits to find.

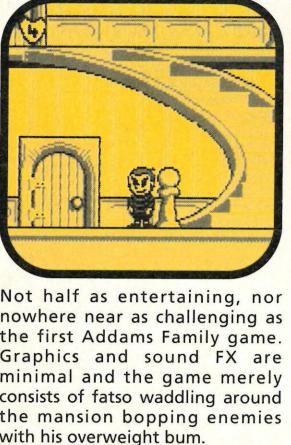
83%

### Pop Up INFOGRAMES

Just bounce a ball from platform to platform, collecting each and every item on the screen. That's it. Some columns are angles, others you'll need keys for before passing through. Very samey and hard.

61%

### Pugsley's Scavenger Hunt OCEAN



Not half as entertaining, nor nowhere near as challenging as the first Addams Family game. Graphics and sound FX are minimal and the game merely consists of fatto waddling around the mansion bopping enemies with his overweight bum.

71%

### Rodland STORM/SALES CURVE

Simply executed and mindless meanie bopping is pleasantly entertaining with a strange charm in this sickeningly cute game. Very repetitive but nevertheless well worth a play about on.

79%

### Spider-Man 2 ACCLAIM

The webbed wonder makes a comeback in this sequel which hosts six richly diverse levels around the streets, warehouses and down the sewers. It's a bit fiddly at first, but patience pays off, so web sling away!

80%

### Spider-Man 3 ACCLAIM



Old web pants returns in a horribly difficult adventure that may even see off the roughie toughies of GB players. Spidey is beautifully animated and has a neat assortment of moves to be used in all types of situations, but, be warned, frustration may overtake your fun intake.

83%

### Super Hunchback OCEAN

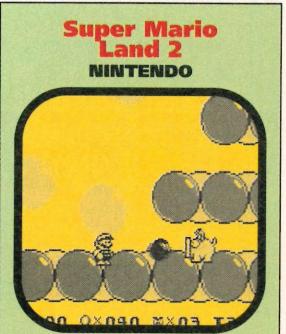
Addictive gameplay and humorous touches make this one platform game that stands out from the crowd. Rescuing Esmeralda will be a task to cherish for any platform nut.

91%

### Super Mario Land NINTENDO

Released to coincide with the launch of the Game Boy itself, it may be showing its age in terms of graphic style but you can't take anything away from gameplay. One to keep coming back to.

92%



A cuddly and quite exquisite platform caper that absorbs and also expands on its infamous predecessor with distinct worlds to explore and secret rooms to find. The only fault is that the battery backup makes it far too easy, thus spoiling an otherwise excellent platform game.

90%

### Tiny Toon Adventures KONAMI

Cutesy pie graphics and wonderful slickness make this a real visual treat. Jolly along with some great imaginative gameplay and what do you get? A hugely playable romp to be savoured that is in no way as easy as it first seems.

89%

### Titus the Fox TITUS

Graphically this is extremely detailed and Titus is a lively little character but there's just not enough bite on offer here. Gameplay ambles slowly along rather than gallops and each background resembles the next. Top crazy platform action with a cute little fox thrown in for good measure. Bum-Bum!

67%

### Universal Soldier ACCOLADE

Wielding more punch than Rocky this is non stop action all the way with a great control system and an array of moves to master. Tons of maiming and killing to be had. Jean Claude Van Damme it's good.

80%

### BEAT'EM-UPS

#### Battletoads TRADE WEST



Time to set about rescuing your pals in a clobber happy battle with shades of the platformer chucked in there. A great little game that's action all the way.

91%

#### Double Dragon 1, 2, 3 ACCLAIM

The whole series is dead dull and oh so boring as you stalk the streets and punch your way through the odd wave of henchmen, getting mangled every so often. Totally thrill-less.

25%

#### Lethal Weapon OCEAN

Action is go, go, go and the game does get better and more involving the more progress you make but, sadly, there is a lack of moves to perform, making it more dull and boring than exciting.

72%

#### Pit-Fighter TOY HEADQUARTERS

Tons of choice on offer here with a mere five opponents, yeah right, I don't think! Earn money with more muscles and beat the living daylights out of the others with your special moves. That's it!

33%

#### Raging Fighter KONAMI



A slap happy, stumble over your shoe laces game rather than a full blooded raging fight. There's seven fighters to choose from and a vast array of moves, but it hasn't quite enough guts to punch you. Really quite middle of the range.

74%

#### RoboCop 2 OCEAN

An improvement on the first game yet still not particularly awe inspiring as RoboCop wipes out drugs and thugs and tries hard to

uphold the law. The difficulty setting is just right to make it worth a little look.

73%

### Teenage Mutant Ninja Turtles ULTRA GAMES

Will they ever stop taunting us with their ridiculousness? Run along the scrolling scenery while beating up warriors, yeah, dead boring. Graphics are pretty cool but they can't redeem a game.

59%

### Terminator 2

#### ACCLAIM

A six stage shoot'em-up that comes across as an excellent movie licence with plenty of variety and toughness to soften. Quite complicated with loads of messy backgrounds and numerous sprites in there, but certainly guaranteed to last you a long, long time. Enjoy!

84%

### Terminator 2: The Arcade Game ACCLAIM

A head-on attack of ultra violence, nothing more, nothing less. Backdrops are complicated and it's easy to lose your target among the rubble and figure out just exactly what you're supposed to annihilate.

76%

### WWF Superstars ACCLAIM

Graphics are excellent, as is the sound, but the game could have done with having many more moves to practise and perform to make it live a lot longer. As it is, it's more humdrum than anything.

77%

### WWF Superstars 2: Steel Cage Challenge ACCLAIM



This draws on and, in doing so, improves on its predecessor. Basically though, it's nowt more than a carbon copy of the first game but, thankfully, with a wider range of moves there to practise to cater for sustained gameplay.

80%

### SHOOT'EM-UPS

#### Asteroids ACCOLADE

A faithful blow by blow version of the smash hit coin-op. Old as the hills but still loved by millions. It looks a bit jaded on the old 'Boy and is very baran, yet holds tons and tons of nostalgia.

73%

#### Centipede ACCOLADE

Based on the ancient coin-op success, this remains faithful to its grandad and has been converted to the little screen as well as could be expected. Hugely repetitive and simple, it just might become a

little wearisome sooner rather than later. An old classic back from the dead, the centipede is bigger and badder than before.

60%

### Drop Zone MINDSCAPE



A golden oldie to hit the Game Boy with all the concentration on gameplay and none on graphic detail. It packs a potent punch but is just far too hard and samey to offer serious long-term appeal.

77%

### Faceball 2000 BULLET-PROOF

Basically Pacman in 3D as you travel at break neck speeds around a maze of corridors, zapping hoards of others in your way. The fun really starts when up to four players begin to compete.

76%

### Fortified Zone JALECO

Nuke your way through four levels overloaded with gun toting guardians and warriors. You need a fast trigger finger but very little thought to beat this.

65%

### Hunt for Red October HI TECH EXPRESSIONS

A horizontally scrolling shooty shooty affair in which you take control of a Russian submarine as you shoot through obstacles and loads of nuclear armed enemies. Straightforward, with tricky little bits and really nice presentation.

65%

### Navy SEALS OCEAN

Control a crack team of undercover marines with some deadly missions to complete. Graphics are well above par but four levels don't sufficiently hold your interest for long enough.

73%

### Nemesis KONAMI

Widely regarded as the ultimate definitive blast on the diddy screen, and quite rightly so. It's a fast paced action, reflex palaver right from the off and quite a tough one to get your teeth into.

86%

### Nemesis 2 KONAMI

Much the same as its forerunner but even tougher, faster and more adrenalin burning. Right from the off you need 100% dedication and 101% perfection on the reflex front. Will you ever reach the end?

90%

### Pang HUDSON SOFT

Extremely simple yet immensely compulsive, all you have to do is trek around the world popping bubbles which then divide into smaller bubbles and so on. Only the sharpest of shooters will survive in this gentle shooty game which holds a lot of lasting charm.

74%



**Probector**  
KONAMI

Gung-ho blast and be damned warfare at its very, very fiercest. If GB blasting is your cup of tea, then you can't go far wrong with this bundle of dynamite. Red hot.

**91%**

**Ferrari Grand Prix Challenge**  
**ACCLAIM**

It may have all the mod cons but it's downright boring with too little challenge. Very poor.

**49%**

**F-1 Race**  
**NINTENDO**

A roaring speedster of a game that comes with a four-play link-up adaptor to make for one monster of a competitive challenge. Fast and frenetic, it plays like a big bag of dreamy juicy sweetmeats.

**88%**

**Motocross Maniacs**  
**PALCOM**

Graphically simplistic, this little gem oozes sheer playability with eight different courses and loop the loops to enjoy. Obstacle packed, and full of frenzy it's a perfect biking sim.

**80%**

**R-Type**

**IREM**

Everything here is represented to the best of the Boy's ability and is superbly drawn. Great excitement is assured as you streak across space avoiding the taste of death.

**82%**

**R-Type II**

**IREM**

Venture into the blackness of space for a blasting freak's dream. Baddies are a teensy bit tougher than in the predecessor while the backdrops are also more detailed but the set-up is unchanged.

**88%**

**StarHawk**

**ACCOLADE**

Alien pasting that follows the norm as you blast through the scrolling heavens. It's very detailed and well presented but innovation has been overlooked and each of the five worlds are heinously lacking in originality.

**69%**

**Star Trek**

**ULTRA GAMES**

A game that boldly goes where so many other games have gone before. Plenty of levels but warp drive is about as fast as a Robin Reliant uphill, and all the planet wandering becomes a bit lame.

**60%**

**Xenon II**

**MINDSCAPE**

A vertically scrolling blast through molluscs and weird deep sea creatures. Graphic detail is well researched but gameplay itself is too tame to be worthy of a trip down memory lane.

**63%**

## DRIVING GAMES

**Days of Thunder**

**MINDSCAPE**

Not really fast enough to satisfy racing pros and even fewer thrills and spills to keep you coming back. It's smoothish and pretty hard but a bit too bland.

**41%**

## SIMULATIONS

**All-Star Challenge 2**

**ACCLAIM**

This is basketball on half a court with side on and facing the basket views. Tons of options and top quality graphics don't really create as much sweaty feel as you'd like though and its appeal is somewhat limited.

**74%**

**F-15 Strike Eagle**

**MICROPROSE**

The ultimate flight simulation with tons of acrobatic dogfights and targets to zoom in on. Graphics and sound are great and the control system is simple to master. Catch that pigeon!

**87%**

**George Foreman's KO Boxing**

**ACCLAIM**

Lily livered punches and non-existent gameplay make this the worst fight sim ever as the big fat waddler stands rooted to the spot with a jab once every blue moon, if you're lucky. Absolutely awful. George, get a life!

**24%**

**Hit The Ice**

**TAITO**

With two teams moving at an incredible speed it's difficult to figure out just what the heck's going on and the whole caboodle thus disintegrates into a blurred mess. A bad basketball sim.

**60%**

**Tip Off**

**IMAGINEER**

With two teams moving at an incredible speed it's difficult to figure out just what the heck's going on and the whole caboodle thus disintegrates into a blurred mess. A bad basketball sim.

**64%**

**Top Gun**

**KONAMI**

For a flight sim this isn't very flight simmy. Action simply revolves around popping enemy fighters with a steady and accurate gun rally. The rest of the time is spent aimlessly cruising around the skies.

**67%**

**Track and Field**

**KONAMI**

Leaving all other sports sims standing perfectly still, this game is

je ne sais quoi to live up to expectations. Playable only as a diversion rather than full blooded sports action ice hockey.

**73%**

**Jack Nicklaus Golf**

**TRADE WEST**

Simple to play with a great learning curve and good realistic graphics. As with real life golf you can never truly master it but it's enjoyable to try. Definitely a must.

**80%**

**Jordan Vs Bird**

**ELECTRONIC ARTS**

Not a full blown basketball simulation, more like a game involving two players, one basket and a ball. Doesn't really work as well as it might.

**73%**

**Mario Golf**

**NINTENDO**

With everything you could possibly need for a few rounds and a battery back-up to boot, this is a perfect sim for budding enthusiasts with plenty of different holes to negotiate. Fore!

**80%**

**Mario Tennis**

**NINTENDO**

Mario and Luigi battle it out with backhands and volleys in this wonderfully realistic sim. It's fast, addictive and four difficulty levels call for tactical thinking.

**89%**

**Side Pocket**

**NINTENDO**

Not really the pool simulator you're led to expect. All you do is knock the balls around a six holed table and pot them in numerical order. The appeal soon wanes.

**63%**

**Speedball 2**

**MINDSCAPE**

A future sport game combining brutal non stop action in the arena with team management and coaching, strengthening a squad of 12. A true hand held conversion of the Amiga classic.

**60%**

**Tip Off**

**IMAGINEER**

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**67%**

**Track and Field**

**KONAMI**

Leaving all other sports sims standing perfectly still, this game is

tough enough and varied enough to guarantee great mileage. Get to compete in various challenges, and try to come out top of the pile.

**90%**

## PUZZLERS

**Boxxle**

**FCI**

You shift around a selection of boxes, moving them to their correct position as indicated by a marker. A real brain teaser and a pleasant change from the run-of-the-mill offering.

**76%**

**Boxxle 2**

**FCI**

Over 120 levels of pleasure and punishment to be gained moving little boxes around and slotting them into the right place. A very engrossing puzzler and one to really twiddle the grey matter.

**80%**

**Brain Bender**

**GREMLIN**

Alter the angle of mirrors to direct a laser beam through all the nasty objects. Could have been fabulous but the time-limit is ridiculously short, leaving you mad.

**59%**

**Dr Mario**

**NINTENDO**

Supposed to be a bit like Tetris but it falls flat on its face. The object is to line up lots of coloured pills in a jar. A major disappointment all in all considering the cool Dr Mario connection thrown in there.

**42%**

**Kwirk**

**ACCLAIM**

Guide a tomato through single screen maze-like rooms, shifting boxes and filling holes. The mind bending puzzles more than amply make up for very, very, very poor presentation. Kwirky!

**88%**

**Marble Madness**

**MINDSCAPE**

You control a glass marble against the law of gravity, directing it through twisty and turny passages with massive drops and tiny corridors to negotiate.

**62%**

**Q\*bert**

**NINTENDO**

Set on an isometric pyramid of three dimensional cubes you jump up and down to change the overall colour. A classic old Atari game and a stupid idea, but one which is enjoyable.

**83%**

**Splitz**

**IMAGINEER**

A mind warping game that's just like a slide puzzle only this time you piece together the faces of famous people. This is one cool challenge with loads of skill

required. Excellent fun. Elvis spotted in Game Boy game!!!

**85%**

**Tetris**

**NINTENDO**

You all know the score with this old bird. Move various shapes around the screen to form lines and advance to further levels. Totally addictive, but in a lego block-frustration type way mate!

**95%**

**Yoshi's Cookie**

**NINTENDO**

A bit similar to Tetris but only half as addictive. Lines of five cookies zoom in from the top and side of the screen and you have to match up similar ones to make them disappear. There's 100 stages in total and the further in you get the faster the cookies get you crumbled. Very samey but, strangely not monotonous.

**76%**

## ROLE PLAY

**Battle of Olympus**

**IMAGINEER**

Set in ancient Greece this is a huge game that's bound to draw you into a long and exciting epic. Graphically excellent it involves a hefty whack of violence alongside interaction with all the characters who offer you clues and set you missions.

**87%**

**Mystic Quest**

**NINTENDO**

A hugely engrossing arcade adventure that should last a long while. There's a multitude of mental puzzles to solve and places to explore. It's a veritable role-playing super dream treat.

**85%**

**Prince Valiant**

**OCEAN**

Too little action and too much space in which to do it. Cruising around aimlessly trying to find someone to fight isn't the most thrilling of activities and you get little reward for your exertions.

**65%**

**Robin Hood: Prince of Thieves**

**MINDSCAPE**

Both combat, skill and puzzle orientated with some damn fine character interaction along with plenty of fun. This is full of riches



amount to anything much really but playability is where it really comes good. All in all an alright shoot'em-up.

78%

#### **Crash Dummies** ACCLAIM

A quite original and chuckalicious game that offers more variety than is at first apparent. There are only five easy basic levels but things really do start to hot up with even more obstacles to avoid second and third time around. All too easy to get actually hooked on. Clunk click, every single trip!

87%

#### **Paperboy** MINDSCAPE

A dated and frankly quite boring game in which you deliver newspapers around suburbia, dodging dogs, grids and grumpy neighbours, oh how thrilling!

56%

#### **Paperboy 2** MINDSCAPE



Not much improvement has been made. It's still just as tedious as the first Paperboy and a daft idea anyway. Slow and very cumbersome, this is one that's instantly forgettable.

54%

#### **Populous** IMAGINEER

Want an intense personal challenge with a learning curve? You've got one. Want to play God? You ARE God! Hours of involvement and strategy to be had as you, playing God, govern the fortunes of your subjects. Thoroughly engrossing.

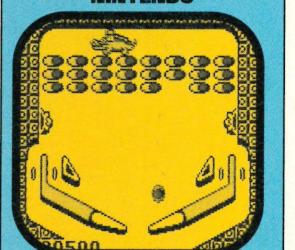
91%

#### **Rampart** MINDSCAPE

Build or die in a medieval heaven-ho involving power, battle and bricks. It's tough and frantic as you rebuild walls within a time-limit and prepare for rougher onslaughts. Awful graphics but great gameplay.

83%

#### **Revenge of the 'Gator** NINTENDO



A delightful little pinball game and extremely addictive. There are five separate tables, bonus rooms, realistic ball motion and all the obligatory buzzes, bells and bleeps. The scrolling is a bit jerky but gameplay overrules that with ease.

90%

for any role play fan and aspiring man in tights. Difficult to get into at first, but well worth the effort if you stick with it.

85%

#### **Ultima: Runes of Virtue** FCI

A massive adventure that'll take eons to finish. Punishing but compelling as you search for the runes in the wilderness, mingling hack 'n' slay episodes with lots of brain rummaging.

79%

## MISCELLANEOUS

#### **Bart Vs the Juggernauts** ACCLAIM



As Bart Simpson you must master the total art of skateboarding, weightlifting and square hopping in a series of diverse and stupidly hard events requiring great skill, strength and strategy. It will take you ages in order to get it right.

85%

#### **Battleship** MINDSCAPE

A modernised version of the dated classic board-game as you get to battle it out with a fleet of ships on a grid. The graphics are kept to a minimum and in one-player mode it's easy to lose interest.

67%

#### **Caesar's Palace** OCEAN

Whether you're a card player or a roulette fancier, even if you just like money you can beat that gambling addiction in your own home. Every whim is catered for and nicely implemented to make it worth a look.

77%

#### **Chessmaster**

HI TECH EXPRESSIONS A stunningly accurate portable conversion of the age old classic concentration board-game with nothing omitted. Clear and concise, if you love chess, you'll love this to bits. Recommended to all you budding chessmasters!

91%

#### **Choplifter II** JVC

Lots to see, and loads to do, and lots to get you well and truly involved in this helicopter sim cum shoot'em-up. Graphics don't

# RECOMMENDED

## GB ACTION'S SMOOTH OPERATORS...

#### **Alfred Chicken**

##### MINDSCAPE

With so many bits 'n' pieces chucked in here, this soon becomes impossible to put down, developing into an impressive game playing extravaganza. Colourful and snappy, Alfred is deemed for greatness.

92%



#### **Lemmings**

##### OCEAN

You guide a bunch of gormless furry nitwits across varied terrains, picking lemmings for certain tricky tasks. Charismatic gameplay and 100 brain twizzling levels make for one stormer of a cart.

95%

#### Best of the Best: Championship Karate

##### LORICEL

Identical to the SNES game and just as much bone crunching and face bruising fun. It's really fluid and very realistic, smouldering with fighting spirit. There's loads of moves to learn and tons of detail.

93%

#### **Parodius**

##### KONAMI

Cute 'n' colourful as well as challenging, this parodies the traditional blast'em-up. You now meet belly dancers and dancing pigs among others. All great revelry and tremendous fun.

90%

#### **Prince of Persia** MINDSCAPE

You can almost taste the Turkish delight in this sophisticated platformer that combines dilemmas with pinpoint action. The silky smooth animation and agility of the prince break into new grounds on the 'Boy.

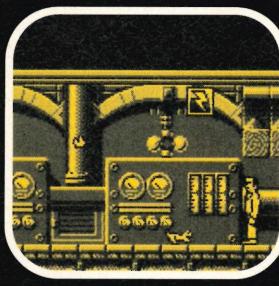
90%

#### **Dr Franken**

##### ELITE

Ghoulish goings-on see Franky searching a Gothic castle for the bits of his girlfriend (sic) Bitsy. Solve diabolical puzzles in this graphically and sonically quite magnificent game. Gameplay too is faultless.

92%



#### **Dr Franken II**

##### ELITE

Pure entertainment all crammed into one mega game as Franky returns. Graphics are amazing, tunes are funky and gameplay is hard to beat. A totally fabulous arcade adventure but not as long lived as its forerunner.

87%

#### **Star Wars** UBI SOFT

Lasting and absorbing, it follows the plot of the film with enough platform, beat'em-up and puzzling action to cater for every whim. With characters and music from the movie, it's a great challenge.

92%

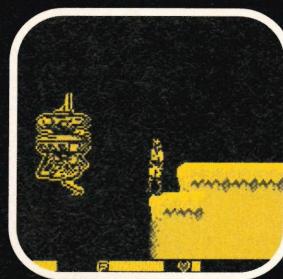


#### **The Empire Strikes Back**

##### UBI SOFT

This sequel to Star Wars is a towering monster of a game and a mammoth task to get through with more levels, more options and more puzzles than ever to keep you glued to your screen.

93%



#### **Super RC Pro** Am

##### NINTENDO

An amazingly smooth, high powered race is the treat you're in for with this amazing little squealer. Pure pleasure to be had from a plethora of race tracks to try out.

89%

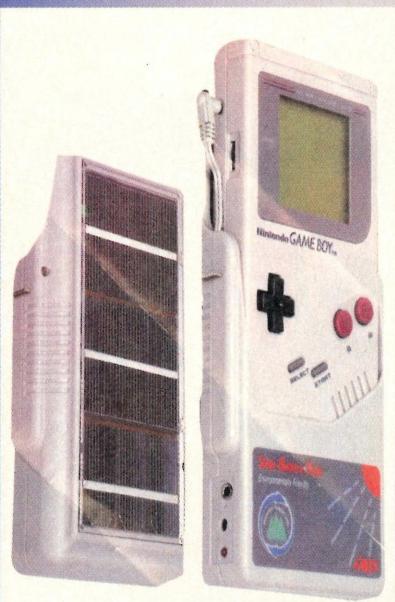
#### **Top Rank Tennis** NINTENDO

At last! A new tennis game! The players move exquisitely as they whack top spins and whirlwind serves back and forth. It's fast, and groovy with it.

90%

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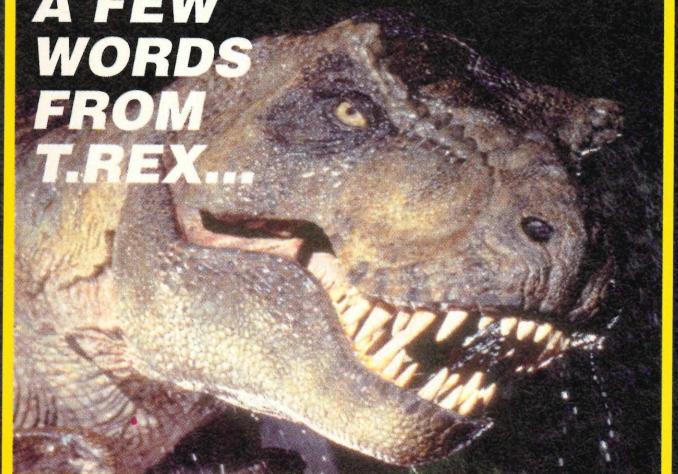
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# **NEXT MONTH**

# Reviews

**Enter the Mystery Machine with  
Daphne, Shaggy and Scooby Doo  
for another action-packed trip into  
the land of haunted amusement  
parks and meddling kids...**

**The beat'em-up to shrivel its opponents into dust. Mortal Kombat, THE ultimate kick-yer-head-in game is honing in. Can you afford to miss Mortal Monday?**

**Speedy Gonzales arribas around ice caverns and Cheese Island in a pacey platform set to rival the likes of Sonic the Hedgehog... Taz gets manic in the spindizzy land of Tazmania... Brian makes a hero's name for himself as The Viking Child and Godzilla provides the dino interest. But can he provide a monster of a game?**

# Previews

**Lamborghini has you zooming around the Game Boy track avoiding the cop cars and, hey, that's Nigel Mansell who just tore past. Yep, his game's due out very shortly too. Race you to the finishing line, the loser has to grow a silly moustache!**



# **Issue 17 Out September 2nd!**

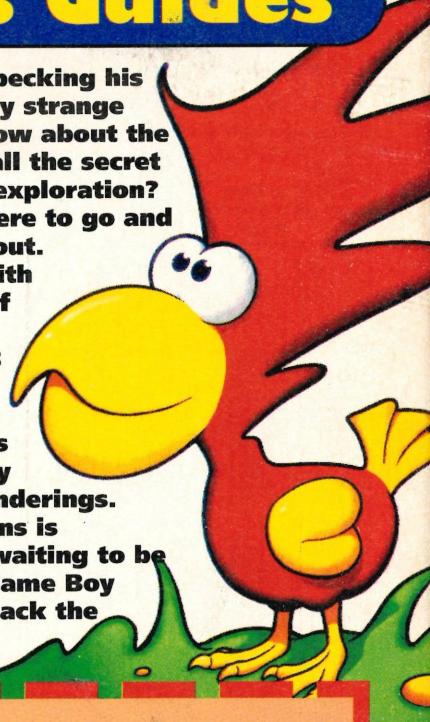


# Player's Guides

**Alfred Chicken's pecking his way around a very strange land. Want to know about the warp zones and all the secret bits gagging for exploration? We show you where to go and what to cluck about.**

**Get to grips with the huge Battle of Olympus role playing game. GB Action helps you interact with the games' characters and the clues they offer on your wanderings.**

Also, Tiny Toons is prancing about, waiting to be sorted. We, the Game Boy demi-gods, pull back the wrappers.



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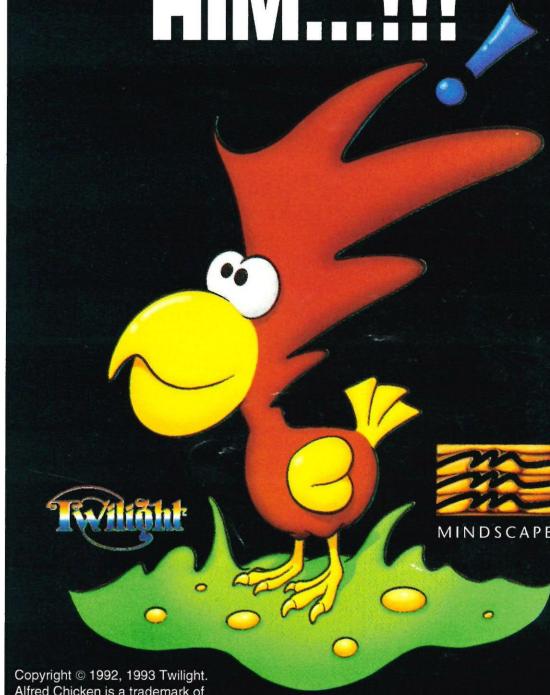
'HE'S DEFINITELY NO TURKEY!' 'HE'S BOOOTIFUL! "IT'S THE BEST CHICKEN GAME EVER!  'THE ANIMATION IS FIRST CLASS.' 'IT'S A STONKER OF A PLATFORM ROMP' 'IT'S ONE HUGE DOLLOP OF FUN AND SURREALISM' 'THERE'S MORE GOING ON IN  ONE SCREEN OF ALFRED CHICKEN THAN IN OTHER GAMES ENTIRE LEVELS'  'ALFRED CHICKEN LOOKS SET TO BE A SMASH HIT WITH GAME PLAYERS EVERYWHERE' 'A FAB LITTLE GAME' 'IMPOSSIBLE TO PUT DOWN... A PERFECT PLATFORM GAME... ALFRED WILL BE AROUND FOR A LONG TIME TO COME'



Sources:

N-Force 88% • Total 85% • NMS 91%  
Game Zone 90% • GB Action 92%

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HIM....!!!



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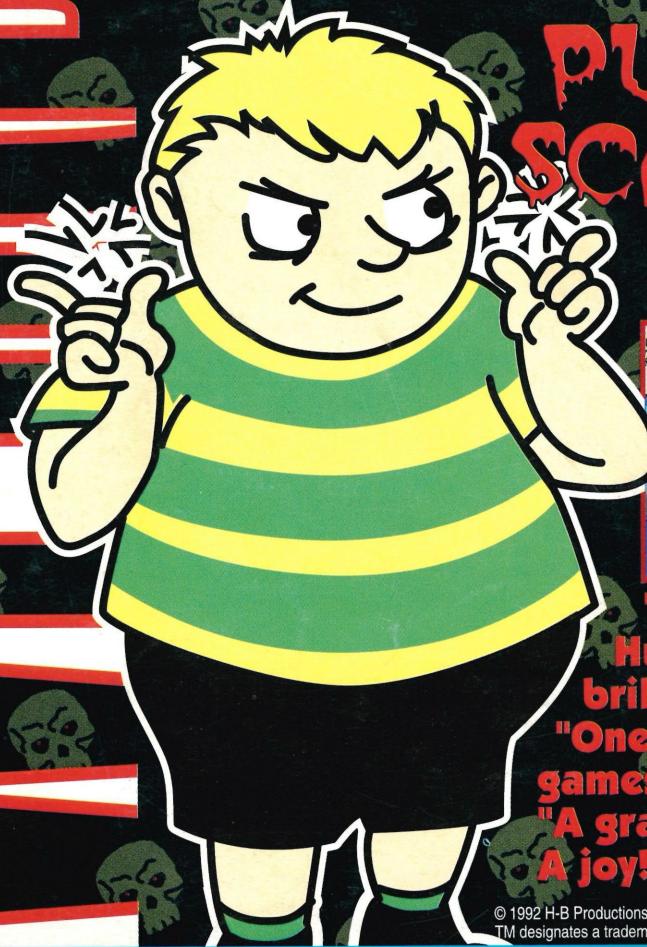
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